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MEGA MAN II

Dr. Wily Launches Lunatic Plot

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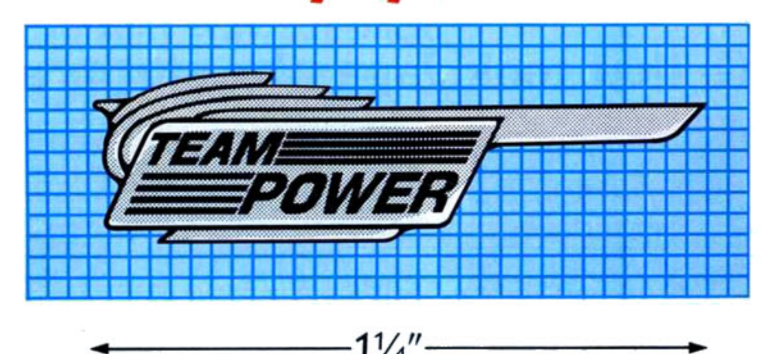


Here's the best way we know to get your friends to stop borrowing your copy of Nintendo Power.™ Have them get their own subscription to the direct connection to the pros at Nintendo Headquarters. It's the best place to go for superior playing skills and the information you need for smarter Game Pak selection. Don't forget to tell your friend about the new bonus tip books.

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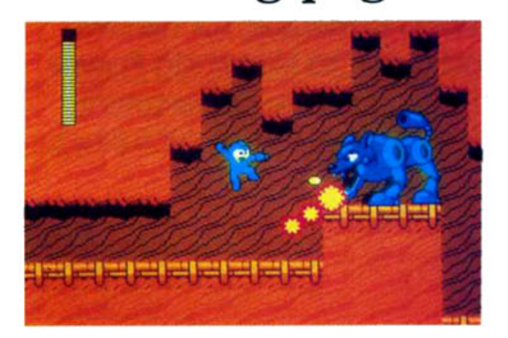
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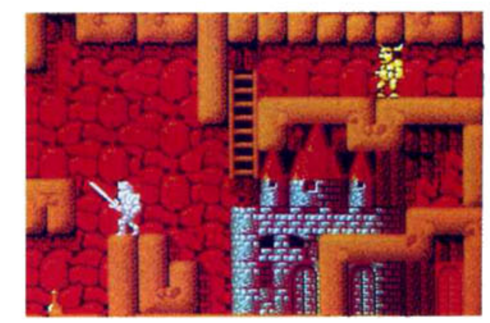
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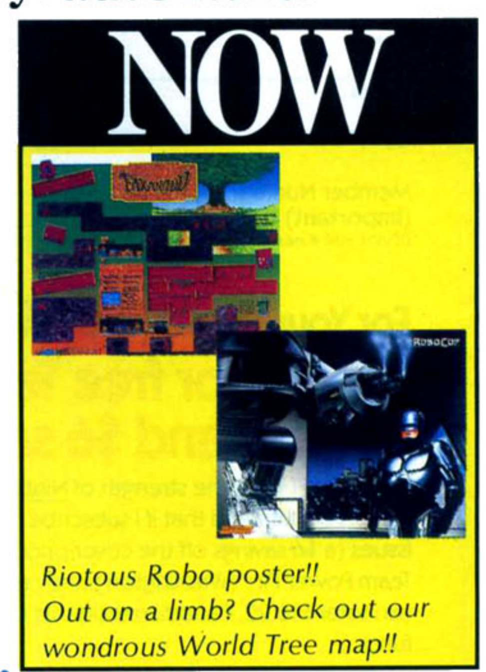
FEATURES





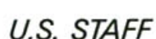


NOW



Riotous Robo poster!!
Out on a limb? Check out our wondrous World Tree map!!



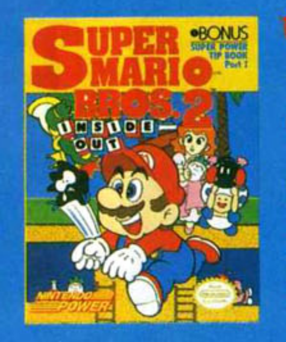


1989 JULY-AUGUST

SUPER POWER BONUS TIP BOOK

INSIDE OUT SERIES

36-page Nintendo Power insert: Super Mario Bros. 2 Tip Book! First of two parts! Keep it! Use it! Become the best! Amaze your friends! It's free!



TIP BOOK REMOVAL INSTRUCTIONS

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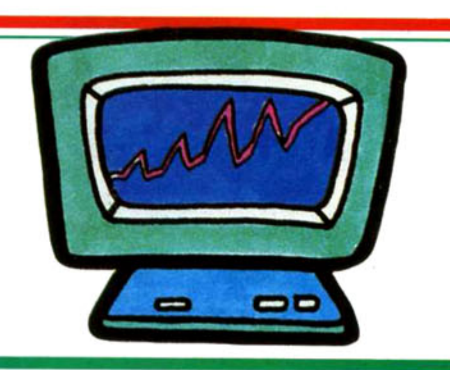
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MAIL BOX

AN ARCADE AT HOME

I love playing arcade games, and thought of this great idea last summer. Everyone thought it was dumb and that it wouldn't work. Well, I had the last laugh because I did it! It took about two months and $200 to build. It stands approximately six feet high, just like a real arcade game, except mine has a magnetic strip at the top to hold maps and places for my TV, two Advantage Joysticks, two Max Joypads, two NES controllers, tip books, 3-D glasses and all my magazines. It even has holders on the side for pop cans if you're thirsty!

Will Turnbow
Cody, WY

Terrific! We thought your idea was very innovative, Will, and it sure looks like a lot of fun!



WHERE'S MY MAG?

I love reading Nintendo Power, but instead of arriving at my house at the beginning of the month, they get here towards the end of the month. Why is this?

Jordan Kalil
Mercer Island, WA

You're not alone, Jordan. Nintendo Power fans shouldn't expect to receive issues of Nintendo Power until the third or fourth week of the first month listed on the cover. For example, Nintendo received the March/April issue from the printer during the first week of March. Then, it took about a week to address them and an additional two or three weeks for the post office to deliver them. Therefore, most people received the March/April issue around the last week of March.
By the way, the information in Nintendo Power is timed to be read according to the above schedule. When the magazines do reach subscribers, all the news is current.

SEND YOUR PHOTOS & LETTERS!

Don't forget to take Nintendo Power with you on Vacation this Summer. Send us your photos, and you may see them right here!

WHY, WHERE, HOW, WHEN, WHO?

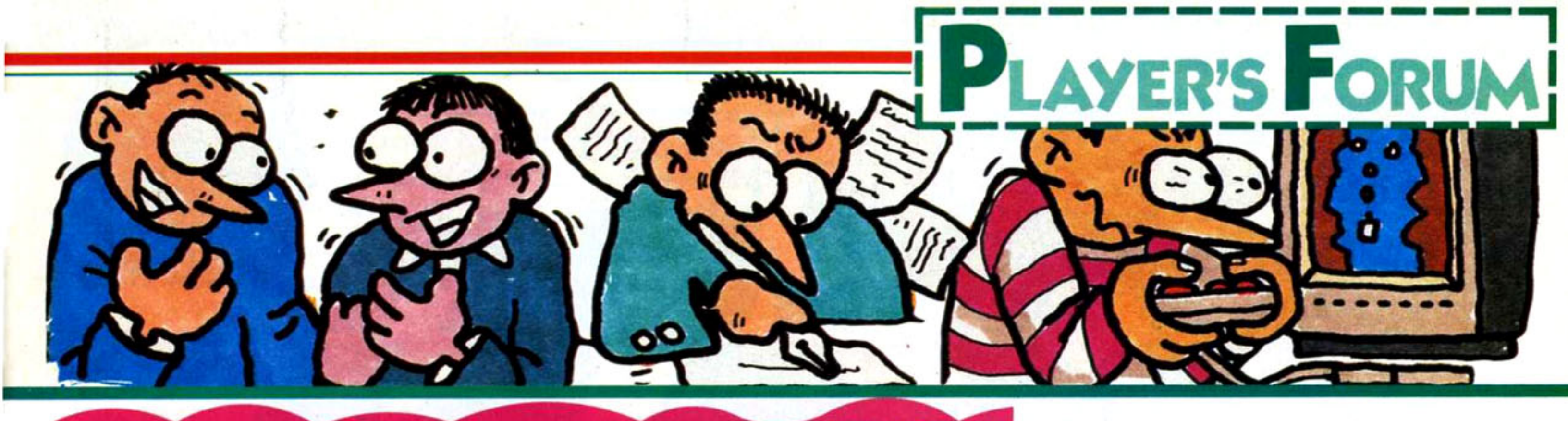
I've been wondering some things about NES characters. How old are Mario and Luigi? Do they have a last name? Are they twins? When's Link's birthday? How old is he? Did he marry Princess Zelda?

Jackie Verbon
Albuquerque, NM

We wish we could answer all of your questions, Jackie, but the fact of the matter is that some questions simply don't have answers. We feel that NES fans have enough imagination to conjure up some of their own fun and interesting facts about NES characters!



Here's the winner of the Giant Holiday Giveaway, Mike Lee, and pal Miles Ward showing off their Nintendo Power jerseys on the trip to Disneyland Mike won. Looks terrific, guys!



VIDEO SPOTLIGHT

I consider myself a Power Player, and my friends agree with me. My best game is The Legend of Zelda. I repeatedly defeated Gannon with the Magic Sword, so I decided to make it more challenging by using the White Sword instead. I have continued to make the game more challenging by using weaker swords and fewer powers.

Today I can defeat Gannon using the Wooden Sword and the Blue Ring without dying in both Quests. It is no easy task, especially in the Second Quest, but it can be done.

I encourage other Zelda fans to try this feat. Today I start a new task of defeating Gannon with the Wooden Sword and no rings!

James T. Winch
Mazomanie, WI

My name is Richard Rick III. Ali Bukhari and I feel that we are true Power Players. As an example of our achievements, the first time we played Contra we cleaned house in half an hour with three men each. However, we found ourselves gaining weight from sitting around playing Nintendo. Our situation is getting considerably better with the Power Pad. We have improved our score in the hurdles in World Class Track Meet from 45.12 to 34.09 seconds. We have found the Power Pad to be excellent exercise and great fun.

Richard Rick and Ali Bukhari
Marion, OH

I think I am a Power Player or maybe just a good player. I have conquered many games. I don't give up, I don't get mad, I just adjust my level of thinking to the character I am controlling, get the juices flowing, and let 'em have it! Here is my advice for people who don't think they are Power Players:

Don't get depressed over a failure; even Power Players aren't perfect.

If you ever defeat a hard to beat enemy, just remember, it's not luck but skill that enabled you to do it, no matter what anyone says.

If someone says, "I let you win", most of the time you actually beat them fair and square.

David Whittaker
Berkley, MA

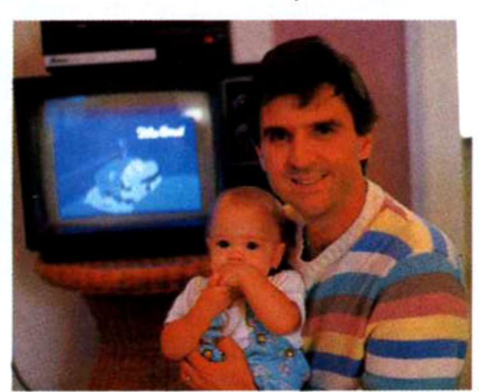
Power Player Profile: Chuck "The Whiz" Burks

City: Atlanta, GA
Age: 36

Favorite Game: The Legend of Zelda has been my favorite since I got it, but Super Mario Bros. 2 is running a close second.

Outstanding Video Accomplishment: When I heard that Super Mario Bros. 2 had been released, I went to a local store. Luckily, I got the last copy out of an entire case they had received earlier in the day. I rushed home with my new Game Pak anxiously awaiting the adventures that lay ahead of me in Sub-Con. This was on Saturday afternoon. By Tuesday night, I had worked my way to World 7-2 and had located Wart. On Wednesday morning I fed him his vegetables, and defeated him!

Other Video Accomplishments: I have gone through The Legend of Zelda, Metroid, and Kid Icarus several times without losing a single life. In Nintendo Golf, I shot -12 just two days after getting the game.



Special Strategies: In Arkanoid, know how to use power capsules and even if you're not a whiz at geometry, know your angles.

If you travel, as I do, take your NES and game paks with you. They make a welcome companion when you're away from home.

* * *

Oops! Last issue's Power player was Brian Eakin s (not Brian Michaels).

Dr. Wily, genius, evil scientist, and all around instigator of chaos will stop at nothing with his plans for global domination. His first scheme is for the obliteration of that do-gooding hero, Mega Man.



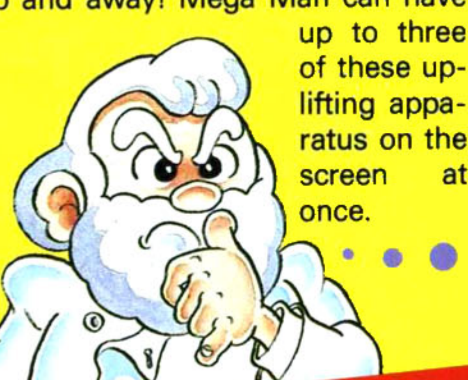
Yes, Mega Man, defender of freedom, has launched an assault on Skull Castle. But before he can come face-to-face with the dreaded Doctor he must meet the fearful guardians of the Doctor's realm, the wicked Wily-Force.

Dr. Light, Mega Man's creator and mentor, has prepared three obstacle conquering devices to aid the blue bomber in his attempt to thwart the evil designs of Dr. Wily. Dr. Light will have these devices ready for Mega Man to use after he completes the Airman, Heatman and Flashman stages.



LEVITATION PLATFORM

Device 1 allows Mega Man to go up, up and away! Mega Man can have up to three of these uplifting apparatus on the screen at once.











JET SLED

Device 2 speeds Mega Man along toward his goal! He'll be able to ride it until it hits a wall or until the device's energy is depleted. This gadget will be of special use to our hero in the Heatman stage.

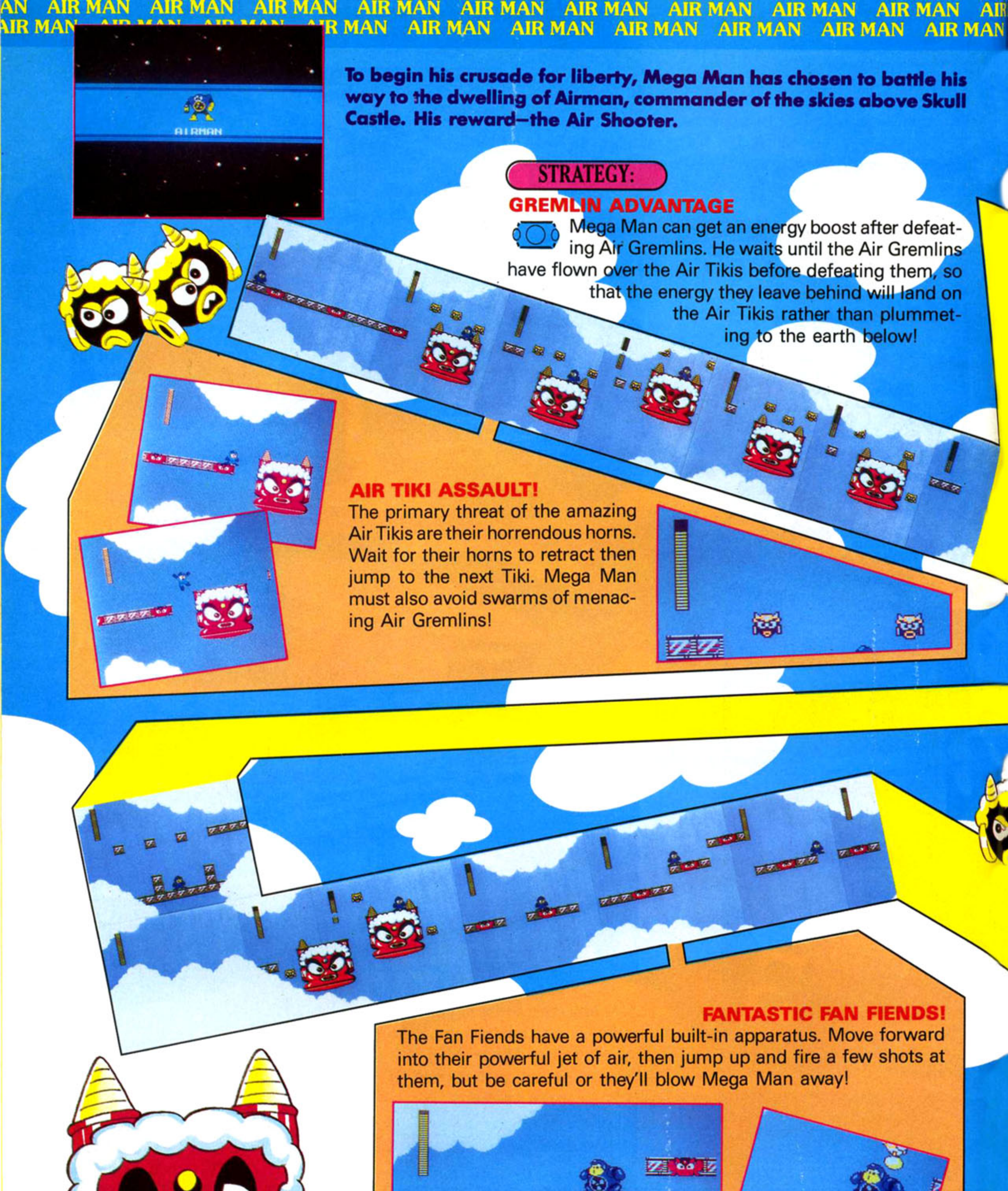
WALL-WALKING PLATFORM

Device 3 will assist this daring do-gooder in reaching out-of-the-way places. This cool contraption lifts higher and works in smaller spaces than Device 1, but Mega Man will have to be close to a wall in order to make use of it.





Before he takes on Dr. Wily, Mega Man must battle his way through eight levels of mechanical mayhem. After defeating each level leader, he will receive the special weapon of that villain. While he can conquer Doctor Wily's eight creations in any order he pleases, it is recommended that you tackle these automatons in the order Mega Man does in the following pages.



To begin his crusade for liberty, Mega Man has chosen to battle his way to the dwelling of Airman, commander of the skies above Skull Castle. His reward—the Air Shooter.

STRATEGY:

GREMLIN ADVANTAGE

Mega Man can get an energy boost after defeating Air Gremlins. He waits until the Air Gremlins have flown over the Air Tikis before defeating them, so that the energy they leave behind will land on the Air Tikis rather than plummeting to the earth below!

AIR TIKI ASSAULT!

The primary threat of the amazing Air Tikis are their horrendous horns. Wait for their horns to retract then jump to the next Tiki. Mega Man must also avoid swarms of menacing Air Gremlins!

FANTASTIC FAN FIENDS!

The Fan Fiends have a powerful built-in apparatus. Move forward into their powerful jet of air, then jump up and fire a few shots at them, but be careful or they'll blow Mega Man away!



LEGIONS OF LIGHTENING LORDS!

These Lightening Lords and their Air Chariots are double trouble. After Mega Man has eliminated the lightening launching antagonists he must, with perfect timing, jump onto the empty chariot and ride to the next challenge!

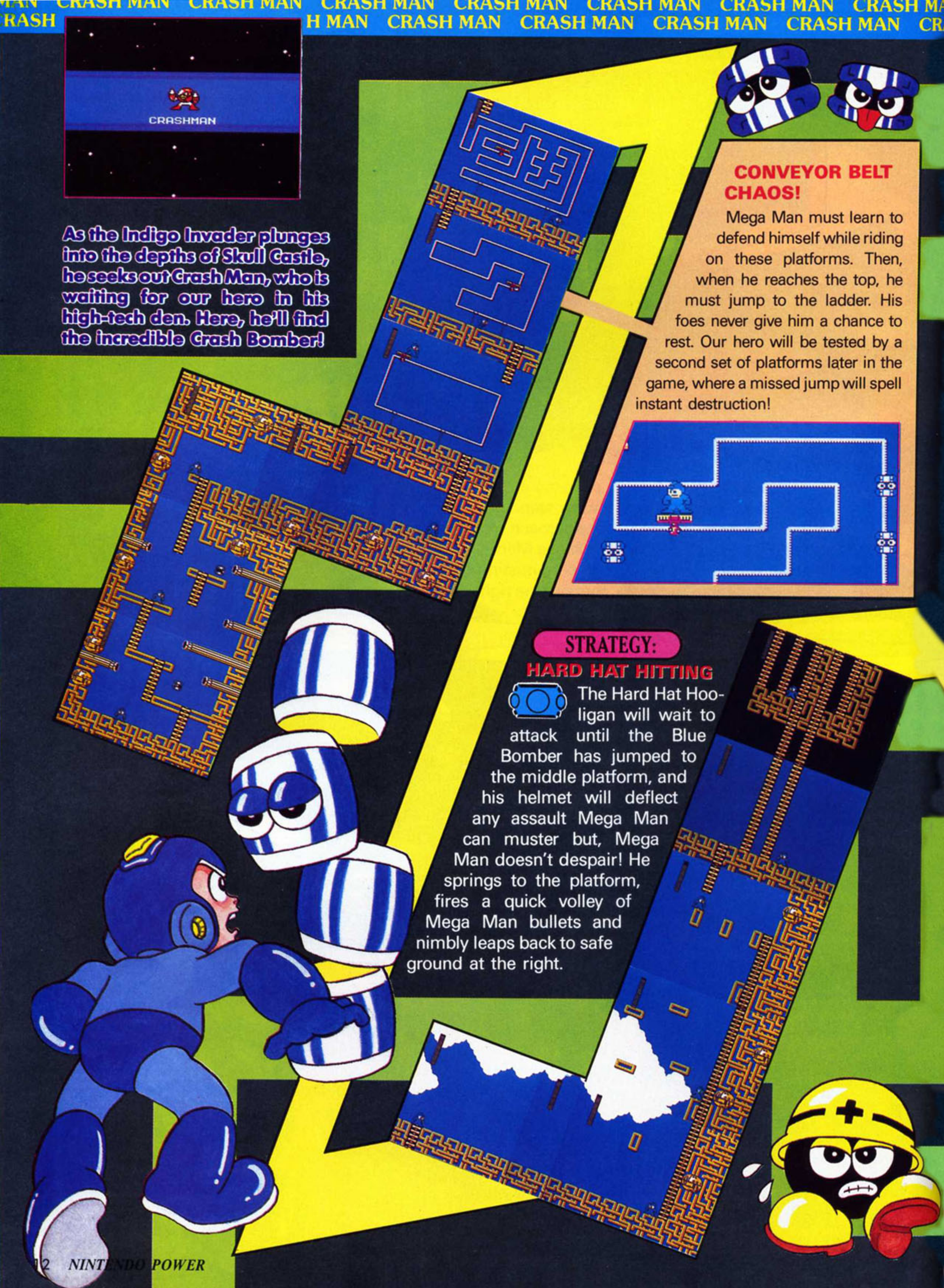
STRATEGY:

CHARIOT CHALLENGE

A lesser hero might take a wrong step when the Lightening Lord and his Chariot approach from the left and sink into the clouds. But, not our Mega Man! With a quick burst of his cannon he defeats the Lightening Lord before the Chariot enters the clouds, turns to the right, and jumps as the Chariot emerges!

THE AIR SHOOTER

Once equipped with the Air Shooter, Mega Man can fire clouds of mighty, miniature tornados. Of course, convincing Air Man to give it up may be difficult but, if Mega Man is light on his feet, he'll obtain this item in no time. To defeat this fiendish foe, Mega Man must leap over his gusts and fire before Air Man can reload.



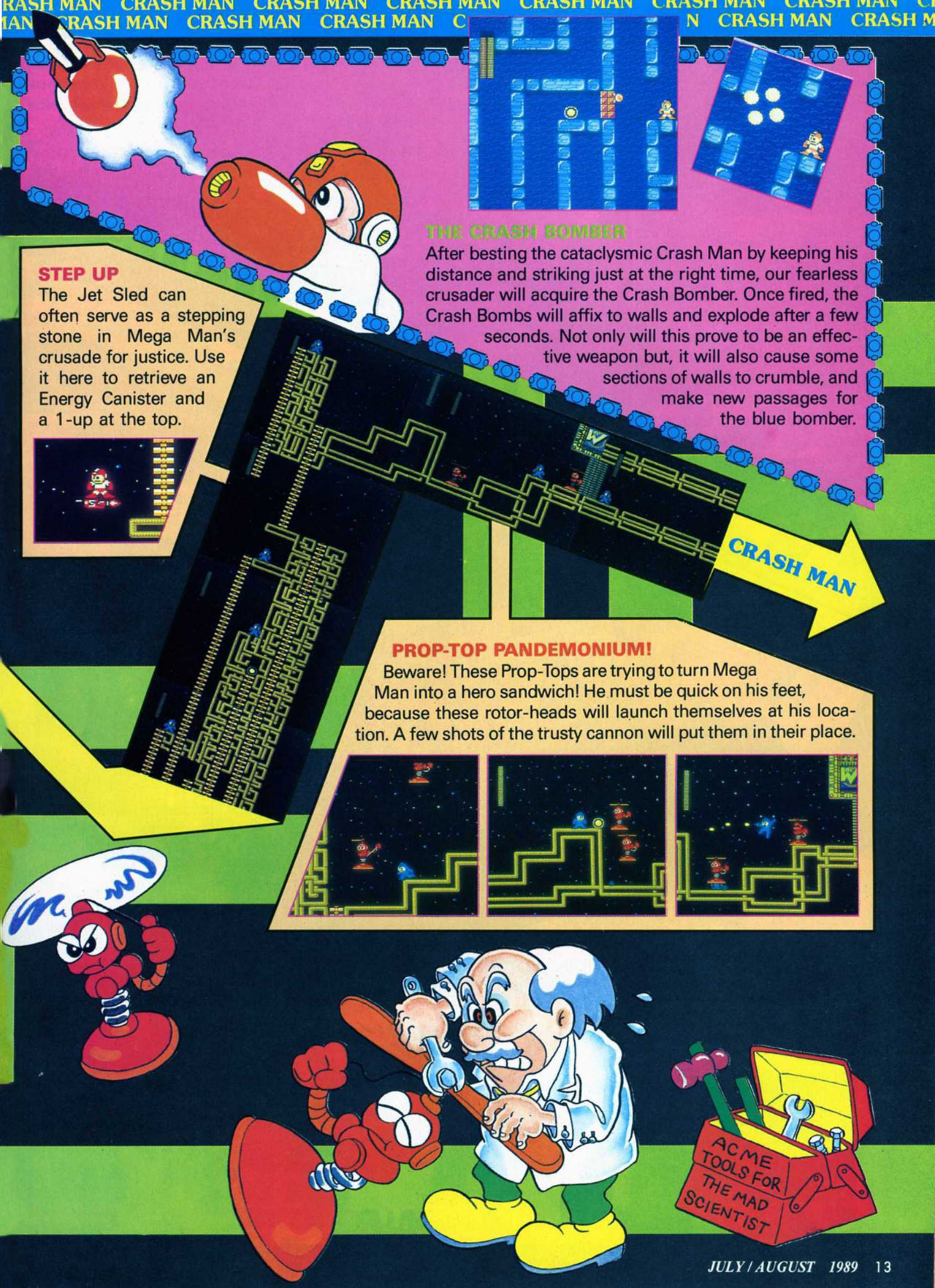
As the Indigo Invader plunges into the depths of Skull Castle, he seeks out Crash Man, who is waiting for our hero in his high-tech den. Here, he'll find the incredible Crash Bomber!

CONVEYOR BELT CHAOS!

Mega Man must learn to defend himself while riding on these platforms. Then, when he reaches the top, he must jump to the ladder. His foes never give him a chance to rest. Our hero will be tested by a second set of platforms later in the game, where a missed jump will spell instant destruction!

STRATEGY: HARD HAT HITTING

The Hard Hat Hooligan will wait to attack until the Blue Bomber has jumped to the middle platform, and his helmet will deflect any assault Mega Man can muster but, Mega Man doesn't despair! He springs to the platform, fires a quick volley of Mega Man bullets and nimbly leaps back to safe ground at the right.



THE CRASH BOMBER

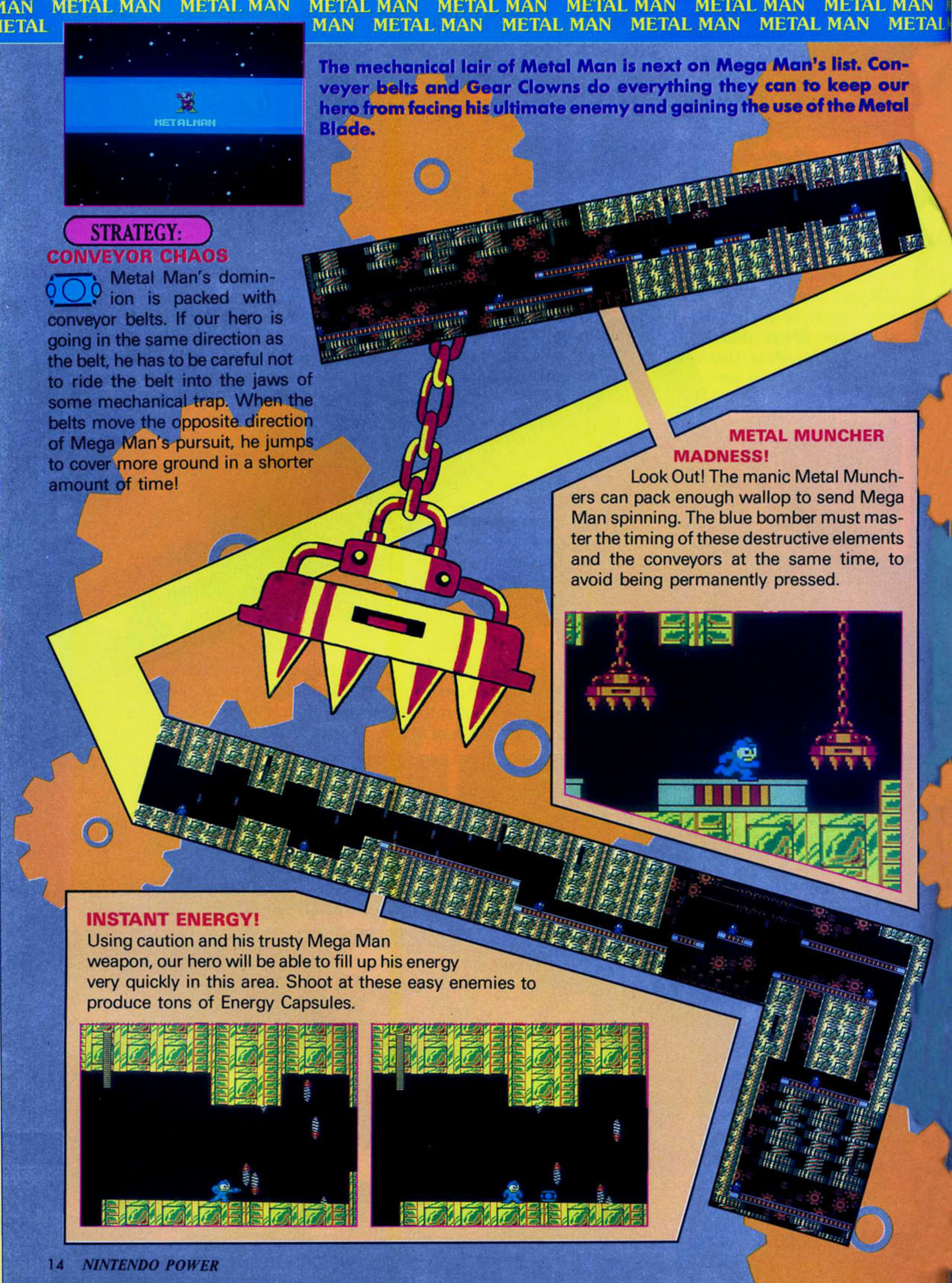
After besting the cataclysmic Crash Man by keeping his distance and striking just at the right time, our fearless crusader will acquire the Crash Bomber. Once fired, the Crash Bombs will affix to walls and explode after a few seconds. Not only will this prove to be an effective weapon but, it will also cause some sections of walls to crumble, and make new passages for the blue bomber.

STEP UP

The Jet Sled can often serve as a stepping stone in Mega Man's crusade for justice. Use it here to retrieve an Energy Canister and a 1-up at the top.

PROP-TOP PANDEMONIUM!

Beware! These Prop-Tops are trying to turn Mega Man into a hero sandwich! He must be quick on his feet, because these rotor-heads will launch themselves at his location. A few shots of the trusty cannon will put them in their place.



The mechanical lair of Metal Man is next on Mega Man's list. Conveyer belts and Gear Clowns do everything they can to keep our hero from facing his ultimate enemy and gaining the use of the Metal Blade.

STRATEGY:

CONVEYOR CHAOS

Metal Man's dominion is packed with conveyor belts. If our hero is going in the same direction as the belt, he has to be careful not to ride the belt into the jaws of some mechanical trap. When the belts move the opposite direction of Mega Man's pursuit, he jumps to cover more ground in a shorter amount of time!

METAL MUNCHER MADNESS!

Look Out! The manic Metal Munchers can pack enough wallop to send Mega Man spinning. The blue bomber must master the timing of these destructive elements and the conveyors at the same time, to avoid being permanently pressed.

INSTANT ENERGY!

Using caution and his trusty Mega Man weapon, our hero will be able to fill up his energy very quickly in this area. Shoot at these easy enemies to produce tons of Energy Capsules.



STRATEGY:

GET IN GEAR

If Mega Man is ready for them, the Gear Clowns pose no threat. But he must be on his guard when confronting these giddy goons. First he must fire his cannon at the Gears, then defeat the Clowns as they fall.

THE METAL BLADE

The Metal Blade uses very little energy and can be tossed in eight directions, making it one of the most versatile weapons in Mega Man's arsenal! He'll find this especially useful in areas such as the Bubble Man stage, where enemies approach from all angles.



Great Balls of Fire! Mega Man's next opponent is that old hothead Heat Man. Will the champion of all that's right cool him down and receive the power of the awesome Atomic Fire?

STRATEGY:

NOW YOU SEE THEM, NOW YOU DON'T

Our hero's sense of timing is very important at this stage as the blocks are not always there. He studies the pattern in which the blocks appear, then waits for the best opportunity to make his move!

JET SLED JUBILEE!

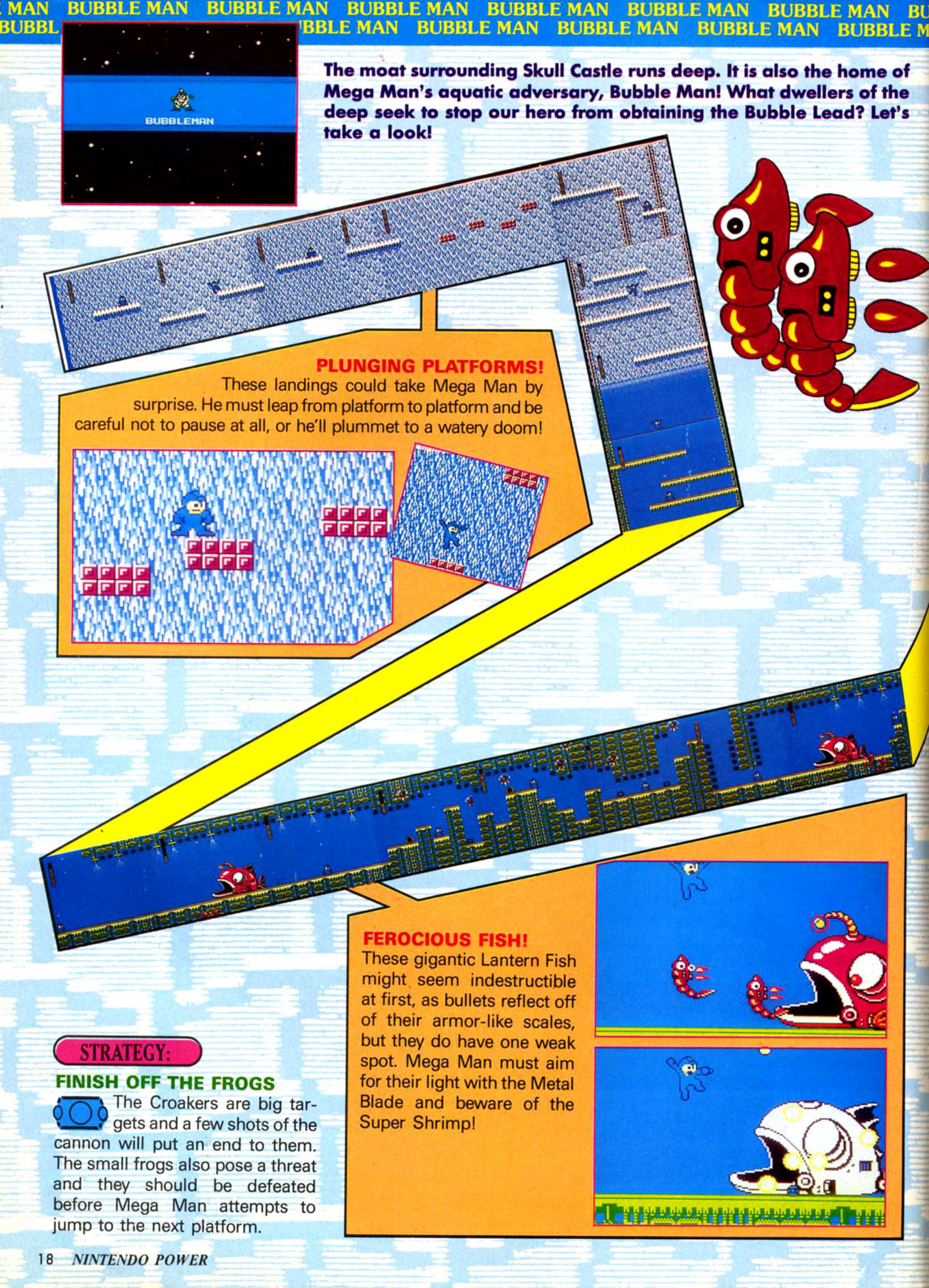
The Jet Sled is a "must have" tool in this hair-raising section. Without it, he will only get by with perfect timing. Each block appears for only a moment, making for one of this hero's greatest challenges.

CAVALCADE OF CRASH BOMBS!
Our hero uses Crash Bombs to blow holes in these walls. Watch out for those bottomless pits!

STRATEGY:

LOFTY SOLUTION
The Spinning Spools can knock Mega Man into a bottomless pit if he's not careful but, Mega Man knows their weak spot. Armed with his Air Shooter, he makes short work of these airborne antagonists.

THE ATOMIC FIRE
Heat Man's destructive force, the Atomic Fire, has three levels of intensity; cook, burn and scorch! To obtain this hot item, Mega Man must study the timing of his enemy, get out of the way when he turns into a ball of flames, and let him have it!



The moat surrounding Skull Castle runs deep. It is also the home of Mega Man's aquatic adversary, Bubble Man! What dwellers of the deep seek to stop our hero from obtaining the Bubble Lead? Let's take a look!

PLUNGING PLATFORMS!

These landings could take Mega Man by surprise. He must leap from platform to platform and be careful not to pause at all, or he'll plummet to a watery doom!

FEROCIOUS FISH!

These gigantic Lantern Fish might seem indestructible at first, as bullets reflect off of their armor-like scales, but they do have one weak spot. Mega Man must aim for their light with the Metal Blade and beware of the Super Shrimp!

STRATEGY:

FINISH OFF THE FROGS

The Croakers are big targets and a few shots of the cannon will put an end to them. The small frogs also pose a threat and they should be defeated before Mega Man attempts to jump to the next platform.

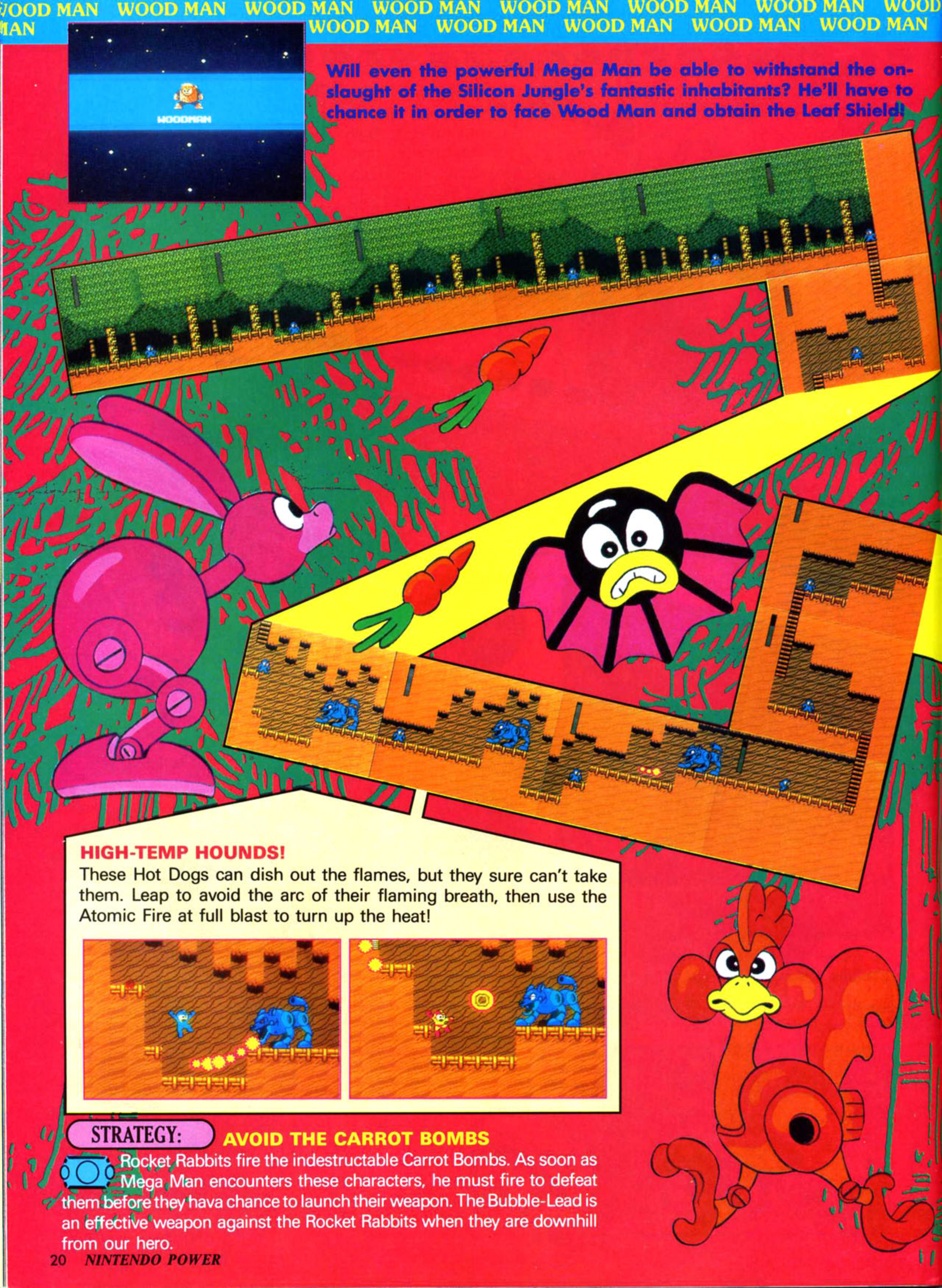


THE BUBBLE LEAD

The Bubble Lead is a rolling ball of destruction that possesses incredible crushing power. It is rumored that he will need this weapon in a crucial area later. He'll acquire the Bubble Lead by lightly jumping, keeping his distance and firing Metal Blades at his aquatic adversary.

FURIOUS FROGS!

Croakers pose a threat, but the lethal mines that line the ceilings are worse! Mega Man must measure the height of each jump carefully, one touch can put an end to his undersea adventure!



Will even the powerful Mega Man be able to withstand the onslaught of the Silicon Jungle's fantastic inhabitants? He'll have to chance it in order to face Wood Man and obtain the Leaf Shield!

HIGH-TEMP HOUNDS!

These Hot Dogs can dish out the flames, but they sure can't take them. Leap to avoid the arc of their flaming breath, then use the Atomic Fire at full blast to turn up the heat!

STRATEGY: AVOID THE CARROT BOMBS

Rocket Rabbits fire the indestructable Carrot Bombs. As soon as Mega Man encounters these characters, he must fire to defeat them before they hava chance to launch their weapon. The Bubble-Lead is an effective weapon against the Rocket Rabbits when they are downhill from our hero.



THE LEAF SHIELD

Wood Man's Leaf Shield will protect Mega Man while he is standing in one place. While fighting for this weapon, our hero must anticipate Wood Man's release of the Wood Shield and jump at the right moment. Mega Man can also use the Crash Bombs to penetrate the shield.

POUNCING PRIMATES!

The fearsome Mecha-Monkeys seek to drive Mega Man bananas. Wait for them to spring onto the platform, then blast them!

CHARGING CHICKENS!

The rampaging Atomic Chickens are tough birds. Our hero might find a safe spot by stopping at the curb where these foul fowl will jump right over him.

MEGA MAN II MEGA MAN II MEGA MAN II MEGA MAN II MEGA MAN II MEGA MAN II

Two more stages of fast paced fury and madcap thrills await the champion of justice. Here are a few peeks at what is in store for this fearless blue brawler!

FLASH MAN!

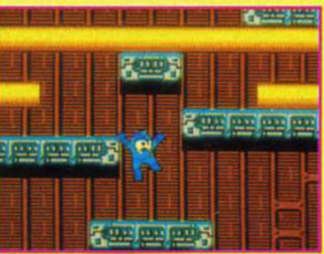


Mega Man will be slipping and sliding past wicked Walkers on his mission to retrieve Flashman's Time Stopper! He will find that using the Bubble Lead here will bring Walkers to their knees.

QUICK MAN!

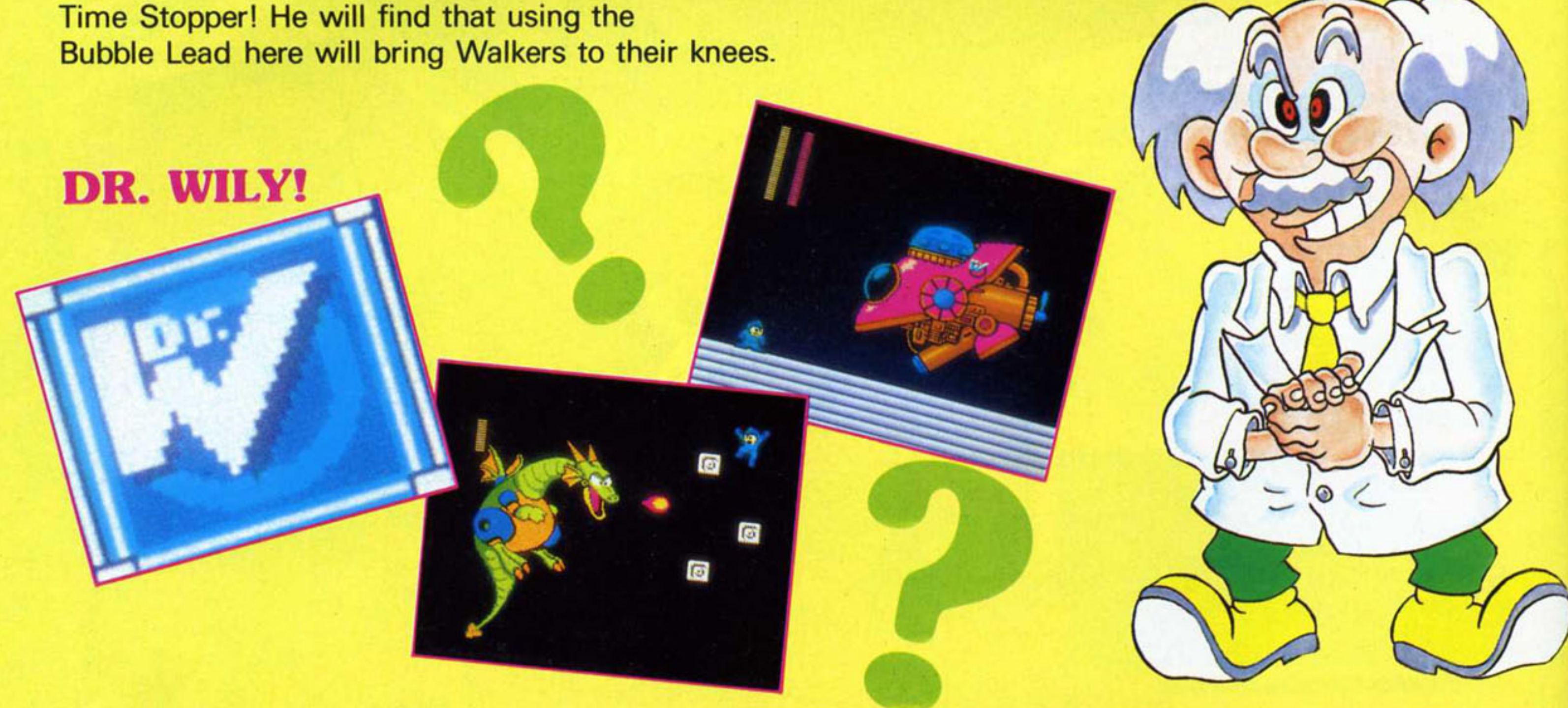




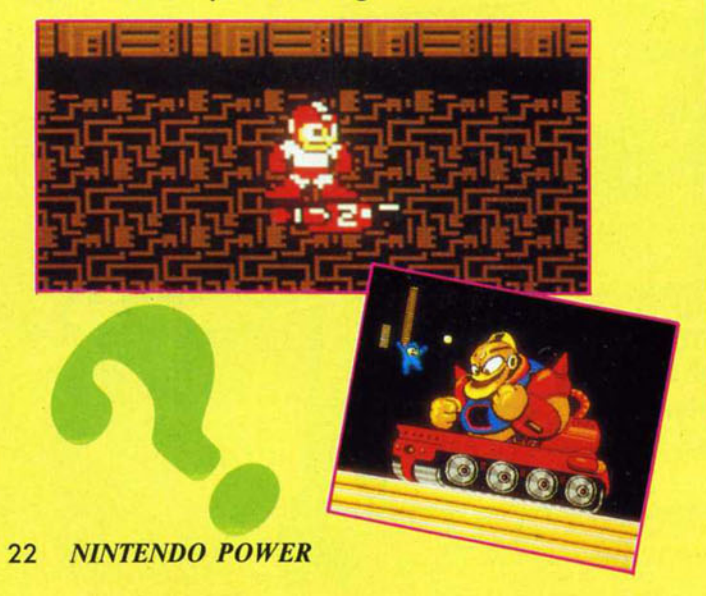


Deadly Force Beams and illuminating Firepots stand between Mega Man and the sultan of swift, Quick Man! The Flashman Time Stopper is essential here so that Mega Man can freeze the beams. While meeting Quickman for control of the Quick Boomerang, Mega Man should run, turn and fire!

DR. WILY!



Finally! After defeating the outrageous Wily-Force Mega Man will enter mysterious Skull Castle. Will he be able to defeat the doctor's elite guardians and confront the engineer of evil himself? Dr. Wily is waiting!





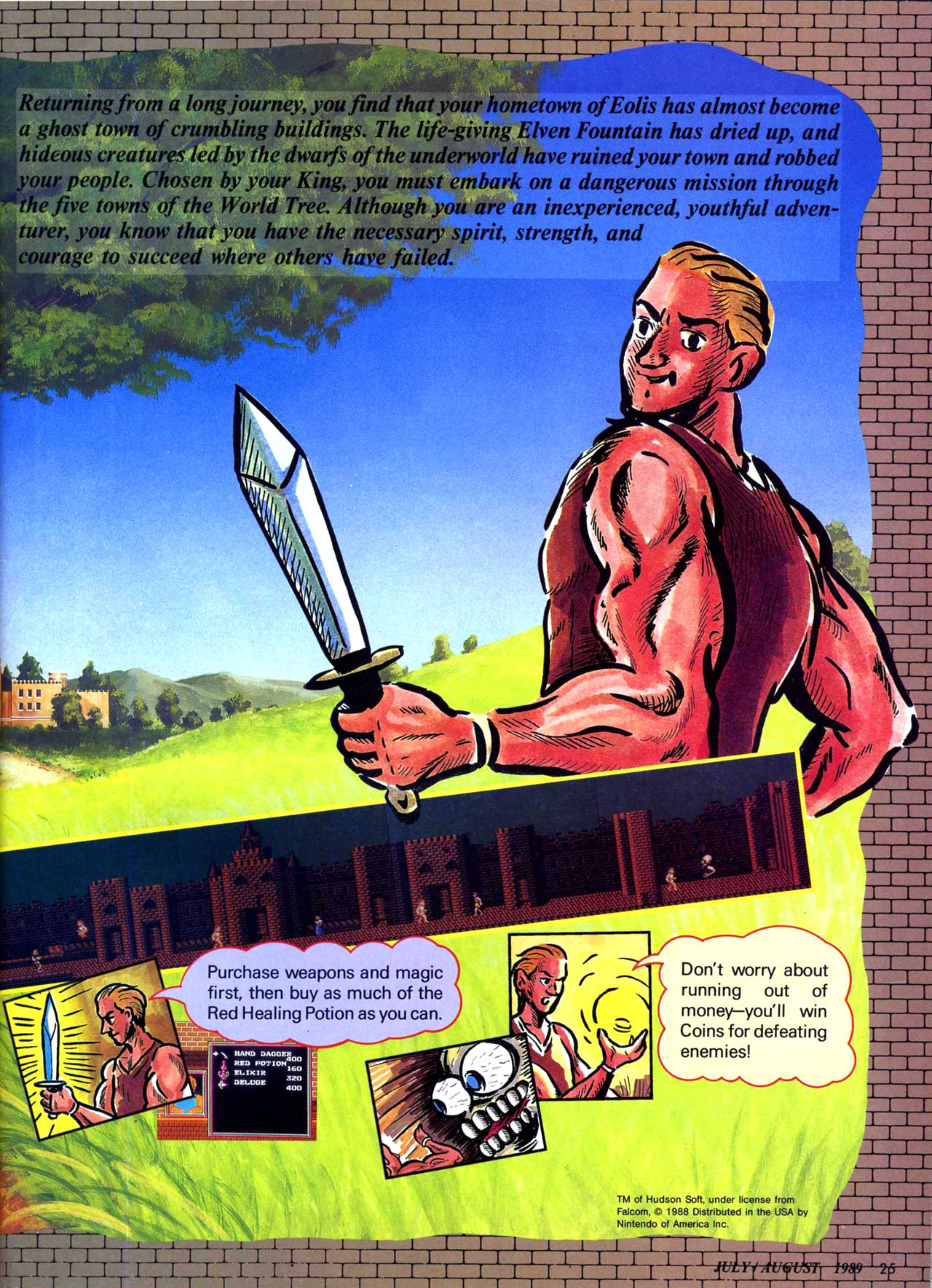
The secrets of Skull Castle are myriad and mysterious, what other surprises are in store for our hero?

This game features an awesome new password system that makes writing down and entering passwords a breeze. Also, two difficulty settings make sure that the challenges will keep on coming!

Mega Man, the new crusader of justice, must now meet with the forces of evil! Are you ready to face the challenge?

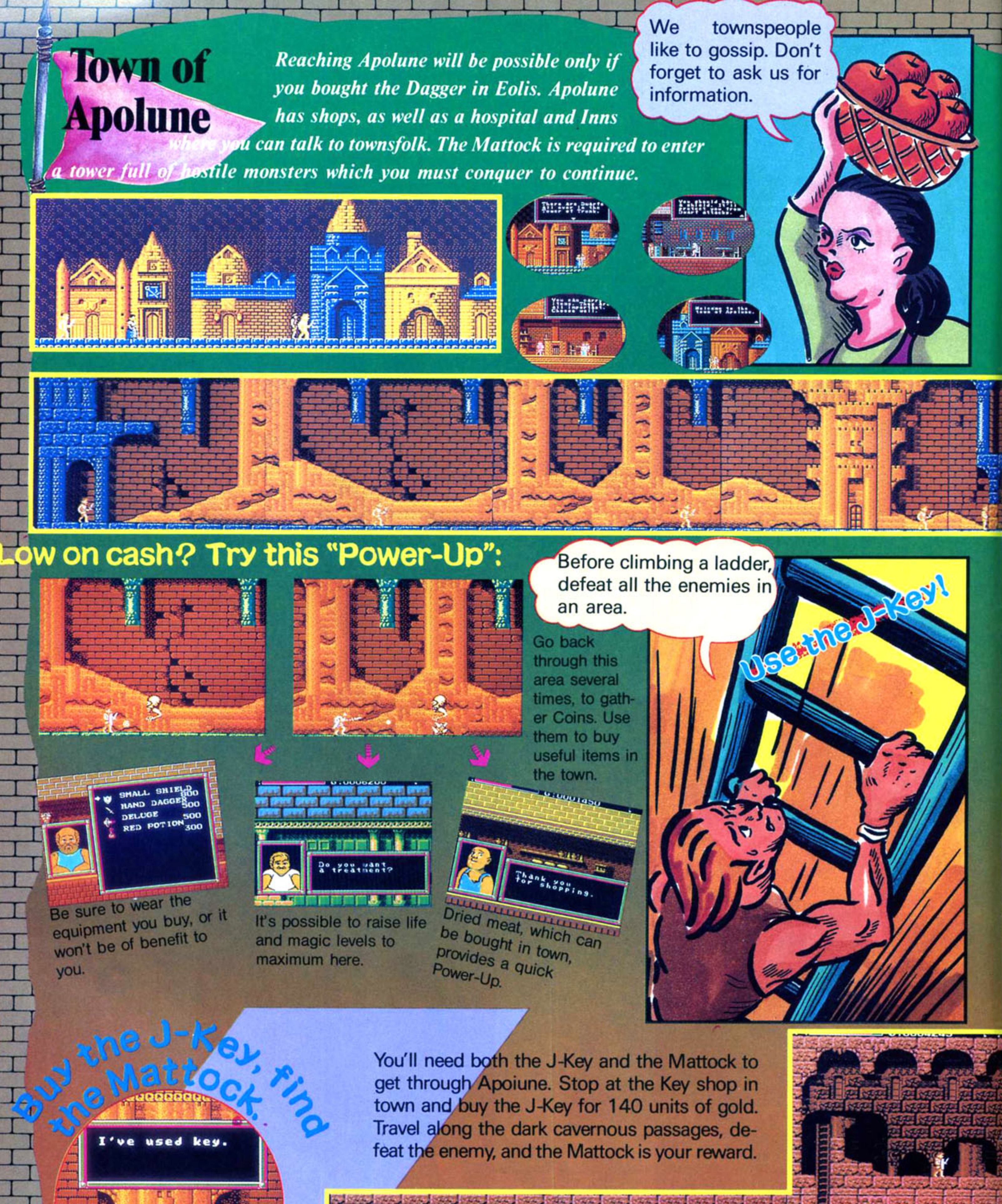



FAXANADU™
The World Tree has always protected your village, providing it with shelter and life-giving water. But now the Evil One from the underworld threatens the World Tree and your town's very existence. In Faxanadu, Nintendo's newest role playing game, you are the hero who journeys through the World Tree. Once you start playing, you won't be able to stop until you have solved the game's many mysteries!
Eolis an Elf Town
Have an audience with me first!
I'll teach you the ways of the warrior!
It's wise to learn magic!
I feel stronger already. I'm almost ready to go!


Returning from a long journey, you find that your hometown of Eolis has almost become a ghost town of crumbling buildings. The life-giving Elven Fountain has dried up, and hideous creatures led by the dwarfs of the underworld have ruined your town and robbed your people. Chosen by your King, you must embark on a dangerous mission through the five towns of the World Tree. Although you are an inexperienced, youthful adventurer, you know that you have the necessary spirit, strength, and courage to succeed where others have failed.
Purchase weapons and magic first, then buy as much of the Red Healing Potion as you can.
HAND DAGGER 400
RED POTION 160
ELIXIR 320
DELUGE 400
Don't worry about running out of money—you'll win Coins for defeating enemies!

Town of Apolune

Reaching Apolune will be possible only if you bought the Dagger in Eolis. Apolune has shops, as well as a hospital and Inns where you can talk to townsfolk. The Mattock is required to enter a tower full of hostile monsters which you must conquer to continue.



Low on cash? Try this "Power-Up":

Go back through this area several times, to gather Coins. Use them to buy useful items in the town.

Be sure to wear the equipment you buy, or it won't be of benefit to you.

It's possible to raise life and magic levels to maximum here.

Dried meat, which can be bought in town, provides a quick Power-Up.

Buy the J-Key, find the Mattock.

You'll need both the J-Key and the Mattock to get through Apoiune. Stop at the Key shop in town and buy the J-Key for 140 units of gold. Travel along the dark cavernous passages, defeat the enemy, and the Mattock is your reward.


Advance to the next town for more challenges
Mattock Power!!
CRASH!
Enemies are surely hiding in these dark caves . . .
A safe place to stand!
Coins or Bread are your reward, depending on what kind of foes are defeated.
Stand here and wield your Sword or Dagger. Be patient, and victory will be yours!

Town of Forepaw



Although this is only the beginning of your quest, the evil Dwarfs and their monstrous followers are making the going increasingly difficult. Clues from the villagers are becoming more important as the mysteries of the World Tree deepen. Near Forepaw, you must revive the Elven Fountain, a difficult task for even the hardened adventurer! Look everywhere for clues . . .

A With Wing Boots, you can fly!

What an eerie prairie; it seems endless . . .

Use the Wing Boots wisely, as they only last for 30 seconds.

Reviving the Elven Fountain:



Using the Wing Boots, fly up to point A and visit the Old Man in the Sky. He'll revive the first Spring.



Next, go into Door B, find and revive the Spring of Trunk (using the Elixir), and obtain the Joker Key from the Guru.



You can then open Door C, revive the third Spring, and win the Ring of Ruby.



After reviving all the Springs, the Elven Fountain will flow again, and you can continueyourjourney!



B Door B leads to the Tower of Fortress.



Full of evil monsters, the Tower of Fortress is a maze, as the map on the next page shows. Use the Red Potions wisely, and get the Joker Key to open Door C.

. . . but you need to explore it to advance in your quest.

You may wish you could avoid the Tower of Fortress . . .

C Get the Ring of Ruby!



This is the third Spring. Once revived, the Elven Fountain will flow again!

Thank you for coming. I'll revive the Spring right away, and give you the Ring of Ruby. Now, you can move the rock atop the Elven Fountain.

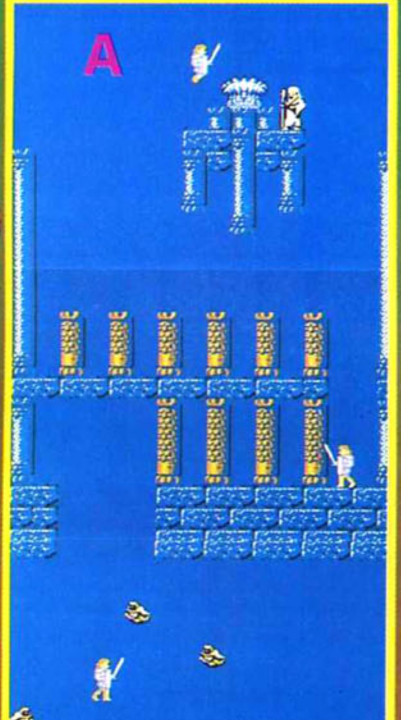
Be prepared for sudden attacks with plenty of life energy and Red Potions.

Invaluable Coins!

Find a hidden Power-Up item on your way to see the Old Man in the Sky. Don't miss this chance to get a free item.







This is another area that you can go through repeatedly to gain Coins and extra bonus items.



To finish this area, be patient and persistent. Save your gold and spend it wisely. Since you can only use a Key once, you may want to get several of each kind.



Don't try too hard.



The Tower of Fortress

*This is a map of the Tower of Fortress. Several Red Potions will be needed to get through it alive. Your first goal is to go to location **A** and get the Elixir. Then, bring it to the Old Man at location **B** so he can revive the Spring. Finally, acquire the Joker Key at location **C**.*







A You can make it!!

The Ghost Worm looks horrible, but it is easy to defeat. Attack it with your Long Sword while on the left platform, and you'll triumph with only six hits!







If you have Turbo, use it to easily defeat the Elixir Guardian, and other enemies.



A

C

Entrance from B

B Give the Elixir to the Old Man.

To make the Fountain's water flow once more, you must revive the three Springs which feed it. You also need to obtain three important items: the Elixir, the Joker Key, and the Ring of Ruby. Strong enemies and difficult obstacles block the path.



I risked my life for this Elixir!

Thank you! I needed the Elixir to revive the Spring. I can give you more information if you ask me!

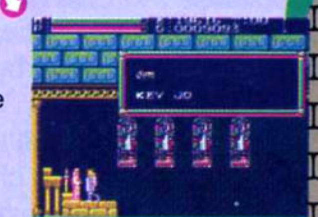


C Get the Joker Key on your way back.

Visit the Guru who lives in the house at location C, and he will give you the key that opens Door C on the map on the previous page.



Beat the evil Bat Monster!



This Guru may have other clues. Ask again.



Ask the Guru for the Joker Key.







Now get the ring at Door C on the previous page. Use the ring to reach the door above the Elven Fountain.

At this point in the adventure, you may think you have seen all that the evil spell-casting dwarfs have to offer in the way of strange, monstrous servants. Ahead you will see that this is not the case, as more bizarre and grotesque creatures await you. If you keep fighting and gaining experience, you should be able to triumph over the enemy. The people of the World Tree are counting on you! Use the map/poster and press on to your final goal: the Palace of the Demon King!



Good Luck!!

Gear up for adventure!

Earn experience and buy equipment, and the powers of the hero you are destined to become will be yours. Be ambitious and earn the ranks of glory!



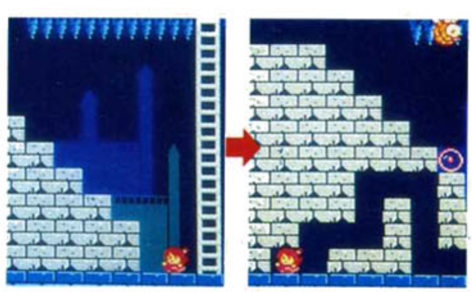
Legacy of the Wizard

How do I go about finding the Crowns



Each Crown can be reached by only one particular character using the items that are exclusive to that character. By trial and error, and testing the different character's abilities, you will be able to find out exactly where each character can go. To make your way to the Crystals, you must learn how to move and manipulate bricks. While other characters can destroy or throw blocks, Xemn has a very unique ability in that he can move blocks one space at a time with his Glove. By holding the A Button, and pushing against a block, he will be able to move it in the direction that he is facing - Up, Down, Left, Right, or diagonally. He can also move a block to the left or right while standing on top of the block by facing in the direction that he would like to move and jumping straight up and down. This is a very useful technique when Xemn must traverse a long gap. He can ride a block by facing the direction that he would like it to move, standing close to the edge and jumping straight up and down. The block will move over in the direction that Xemn is facing and slide under his feet so that he will end up standing on the opposite edge. When Xemn is using this method to traverse across a room, you may find it useful to take the cursor off of the Glove so that he doesn't accidentally move a block in the wrong direction.

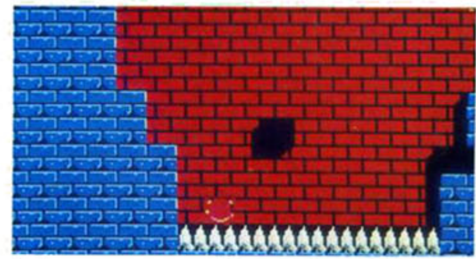
Face in the direction you would like to move, jump straight up and repeat.



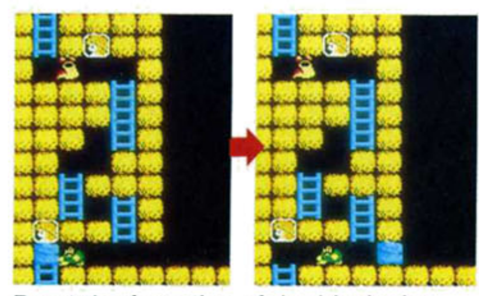
Watch for disappearing bricks.



One thing to keep in mind is that there are virtually no dead ends in this game. Sometimes you will need a specific character to pass by an area and sometimes you will be able to get by using any character if you know what to look for. There are a lot of bricks that dissolve upon contact. If you get to an area that looks like a dead end, it is very important to touch all of the walls and test the bricks to see if they might disappear. Also, long stretches of spiked floors may seem impassable as your character will lose a lot of energy by walking on the spikes. If you hold Up on the Control Pad while your character is on the spikes, however, he or she will not take any damage from them.



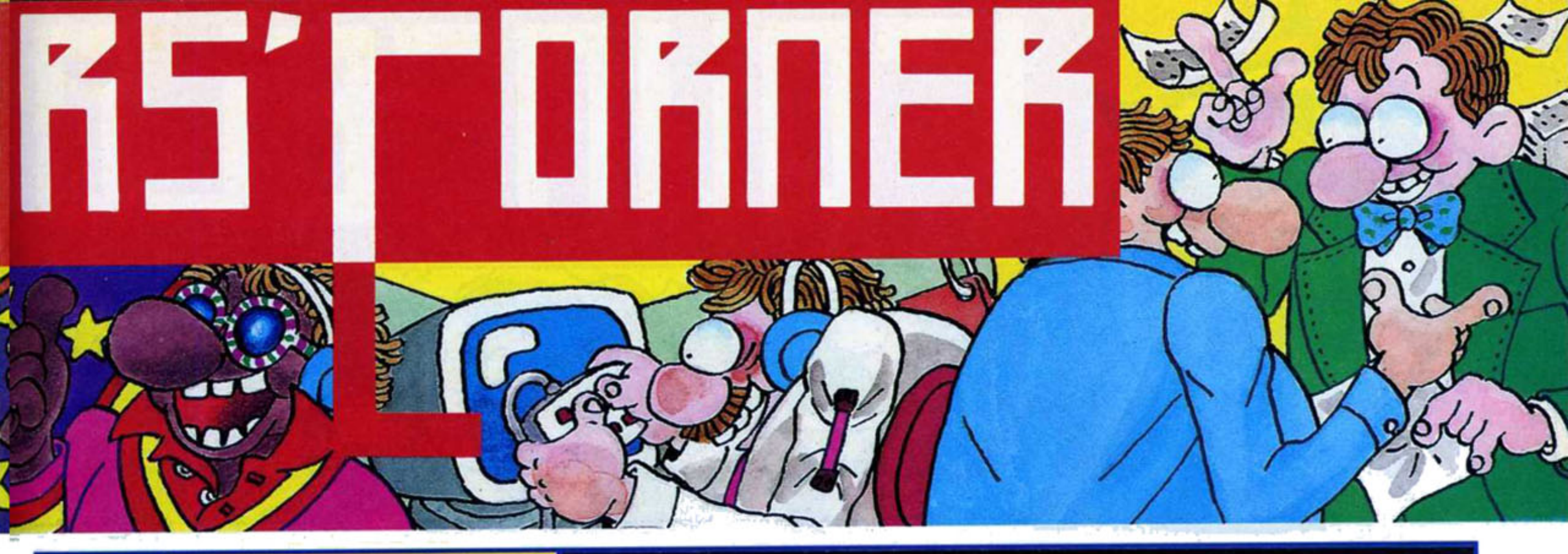
Spikes are no problem if you hold Up on the Control Pad.



Reset the formation of the blocks by leaving and returning.



If you destroy, throw or move the wrong blocks and would like to restore the scene to its original position, you can leave the area by climbing up or down a ladder and returning. The blocks will reset.



Bases Loaded

My pitcher got into a bean ball battle. How did that happen?

Occasionally, when your pitcher is having an off day, he'll throw a few pitches that are off the mark and could possibly hit the batter. Not all pitchers throw bean balls, but the ones that can should stay in control when pitching to one particular batter from each team. These hot-headed hitters are Oko (Philly), Lynn (Kansas), Frieda (Boston), Star (New York), Warner (Miami), Fendy (D.C.), Paste (Jersey), Debro (Hawaii), Agua (Utah), Bacon (Los Angeles), Marcus (Texas), and Caras (Omaha). A pitching mound brawl may erupt if these sluggers are hit in each of their first three at bats. They may pick a fight on fewer hits if beaned after the fourth inning.

Play ball and keep it clean!

High and inside.

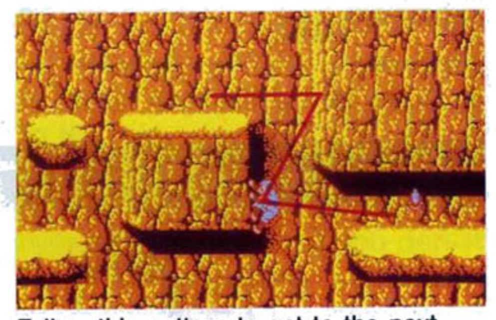


Look out!

Ninja Gaiden

There are Areas in level 5-2 and 6-2 that I can't seem to pass. Any pointers?

Ryu must perfect his skill of precision jumping to conquer the advanced stages of this challenge. In Stage 5-2 there is a section with a high plot of land on the left, a narrow passage on the right, and a pit between them. Our hero has to get from the higher ground to the lower passage. By following a "Z" pattern he should be able to reach his destination. After Ryu has jumped and grabbed the right wall, he must diagonally jump down and to the left, and grab the wall just before he reaches the bottom of the screen. This will take some practice. Then, an easy jump to the right will allow Ryu to move on.



Follow this pattern to get to the next ledge in Stage 5-2.



In the third leg of Stage 6-2 there is a section that can be passed easily if Ryu doesn't hesitate. At the start of this leg, he'll be able to reach over a gap to defeat an enemy. Then, he must jump across the gap, defeat a bat while still running, leap to the third ledge and jump straight up to elude another enemy who will run under him and out of the way. If Ryu slows down along the way, he may be hit by oncoming enemies. After this quick maneuver, Ryu can rest for a moment and the cross tossing reaper on the next ledge will disappear off of the right side of the screen.

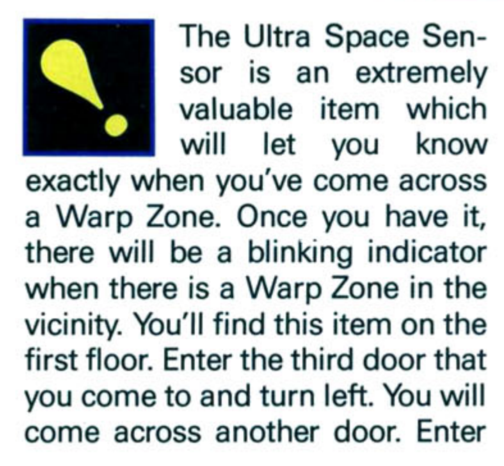


Wait here for a moment and the reaper will disappear.





Dr. Chaos — Where is the Ultra Space Sensor?



The Ultra Space Sensor is an extremely valuable item which will let you know exactly when you've come across a Warp Zone. Once you have it, there will be a blinking indicator when there is a Warp Zone in the vicinity. You'll find this item on the first floor. Enter the third door that you come to and turn left. You will come across another door. Enter here and turn to the right. When you see the window, dive through and you'll be entering the first Warp Zone. After you have warped, move on and eventually you will encounter a huge creature that guards the Ultra Space Sensor. Finish off the enemy, take the sensor and continue on your adventure.

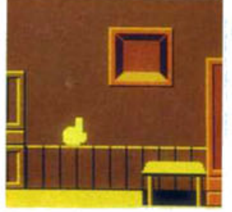




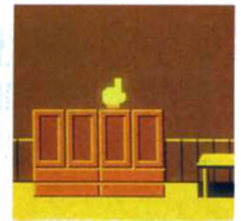
Enter here.



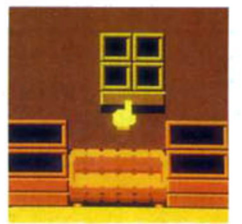
Turn left.



Enter here.



Turn right.



Go through here.



You made it!

Game Play Counseler Profiles



Mark Debelack

Became Game Counselor: September, 1988; Hobbies: Scuba Diving, Writing, Computer Games, Reading; Best Game Accomplishment: Finished The Adventure of Link with only one character; Favorite Game: Mega Man II



Jeffery Hutt

Became Game Counselor: February 6, 1988 Hobbies: Skiing, Sports, Video Gaming; Best Game Accomplishment: First person at Nintendo to complete Ninja Gaiden; Favorite Game: Nobunga's Ambition



Jeff Palmer

Became Game Counselor: October 1, 1988; Hobbies: Computers, Cars, Weight Lifting and Nintendo Games; Best Game Accomplishment: Solomon's Key 16,449,850; Favorite Game: Solomon's Key



Scott Perras

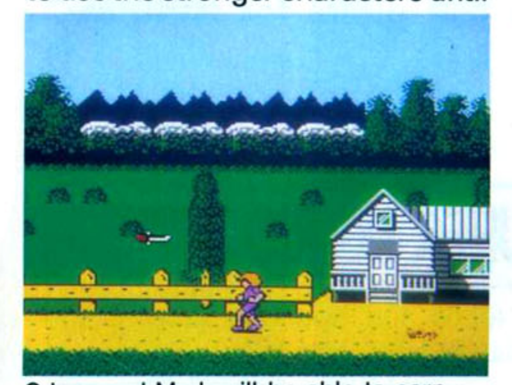
Became Game Counselor: April, 1988; Hobbies: Computers, Role Playing Games, Comic Books, and Sports; Best Game Achievement: Completed Double Dragon with only one character; Favorite Game: Mega Man II



Friday the 13th

How do I collect stronger weapons? Where are the Sweater and Pitchfork?

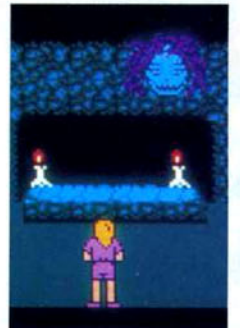
The camp counselors at Crystal Lake have different strengths. Crissy and Mark are the best runners and jumpers. This gives them the ability to defeat enemies at the beginning of the game more easily than the other counselors. At the outset, choose one of these quicker characters to defeat enemies until you receive a Dagger. Then pass the Dagger off to a slower character and continue to use the stronger characters until all of the counselors receive Daggers. Each counselor should then be strong enough to go out on their own. The strongest weapon that the counselors can earn by defeating enemies on the outside is the Machete.

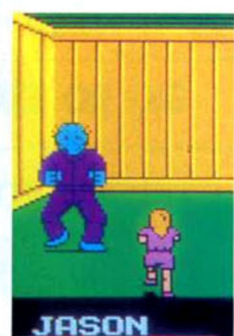


Crissy and Mark will be able to earn advanced weapons quickly.

The six largest cabins in the camp have fireplaces. If all of these fireplaces are lit by the counselors, you will receive the Flashlight. This item will make it easier to find Jason's mother in the cave. When she has been defeated, you will receive a weapon that is one step up from the one that you are holding. Also, when the Fireplaces are lit, the Machete and the Axe can be found in the cabins that are in the woods, and the Torch will be in one of the cabins that are close to the lake.

After Jason has been defeated once, he will return stronger than before. At this point, if you defeat Jason's mother, you will receive the Sweater. This disguise will lessen the impact of Jason's blows and allow you to, defeat this manic camper for a second time. He will return even stronger and you will be able to do away with Jason's mother once more in order to receive the Pitchfork. This hefty weapon will give you the power to go after Jason for a fight to the finish.





You'll have to meet with these menaces several times to restore peace to Crystal Lake.



NINTENDO POWER
Attn: Counselors' Corner
P. O. Box 97033
Redmond, WA 98073-9733

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

The summer is heating up with the hottest picks for your NES.

TOP·30

New games and old. Adventure. Fantasy. Sports. Everyone has a favorite on the Top 30 list, but not every game can be number one. Check out the best and the rest below, then make sure to send in your top picks for the next round.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.





SUPER MARIO BROS. 2

By leaps and bounds, Super Mario Bros. 2 recaptures the lead. Goes to show, you can't keep a good game down.





ZELDA II— THE ADVENTURE OF LINK

The Hero of Hyrule hasn't given up. Just check out the point spread between first and second place.

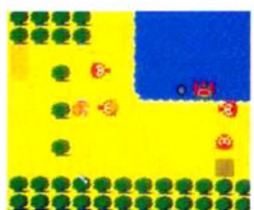




NINJA GAIDEN

A Ninja appears unexpectedly from the shadows, like the way Ryu has shown up suddenly in third place.





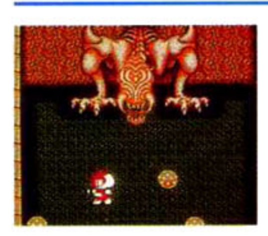

THE LEGEND OF ZELDA

The princess isn't asleep in this one, and neither are the fans who know that this game is a classic.




TECMO BOWL

Everyone has heard about Rose Bowls, Orange Bowls, Sugar Bowls and Salad Bowls. But what's a Tecmo Bowl? Hot!




BLASTER MASTER

All things considered, chasing a frog into a radioactive hole seems a pretty stupid thing to do. But it's also fun.




BIONIC COMMANDO

The mission is almost impossible. The chances for success practically zero. Still, fans everywhere keep trying.




CASTLEVANIA II — SIMON'S QUEST

You can count on Simon. He's back in the top ten after spending one issue buried at number eleven.




MEGA MAN II

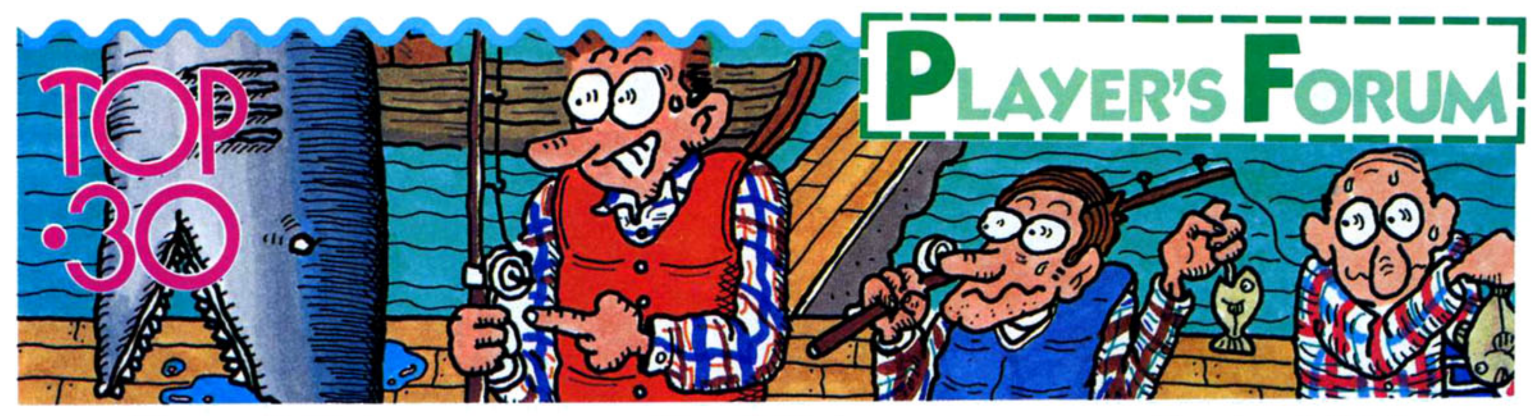
Are you ready for the Wily bunch? Well, this mechanized monster and its Wily friends are ready for you!




DOUBLE DRAGON

The Legend of Billy Lee continues to grow. Almost a year in the top ten, there are no signs of a slowdown.

11	2,766 POINTS	ULTIMA
12	2,594 POINTS	TRACK & FIELD II
13	2,351 POINTS	METROID
14	2,260 POINTS	CONTRA
15	2,225 POINTS	SKATE OR DIE
16	2,196 POINTS	MEGA MAN
17	2,018 POINTS	BLADES OF STEEL
18	1,660 POINTS	TEENAGE MUTANT NINJA TURTLES
19	1,584 POINTS	RAMPAGE
20	1,555 POINTS	WRESTLEMANIA
21	1,546 POINTS	MIKE TYSON'S PUNCH-OUT!!
22	1,519 POINTS	OPERATION WOLF
23	1,459 POINTS	DOUBLE DRIBBLE
24	1,442 POINTS	SUPER MARIO BROS.
25	1,436 POINTS	CASTLEVANIA
26	1,282 POINTS	LEGACY OF THE WIZARD
27	1,158 POINTS	BAD DUDES
28	1,105 POINTS	THE ADVENTURES OF LOLO
29	947 POINTS	ROBOCOP
30	822 POINTS	R.C. PRO-AM



Players' Picks



GAME		PTS
1	SUPER MARIO BROS. 2	5,535
2	ZELDA II-THE ADVENTURE OF LINK	4,922
3	THE LEGEND OF ZELDA	2,350
4	DOUBLE DRAGON	1,842
5	NINJA GAIDEN	1,647
6	BLADES OF STEEL	1,418
7	TEENAGE MUTANT NINJA TURTLES	1,350
8	METROID	1,290
9	BAD DUDES	1,158
10	BLASTER MASTER	1,131
11	SKATE OR DIE	1,096
12	CONTRA	1,067
13	SUPER MARIO BROS.	978
14	ROBOCOP	947
15	MIKE TYSON'S PUNCH-OUT!!	905
16	RAMPAGE	795
17	WRESTLEMANIA	782
18	CASTLEVANIA	751
19	DOUBLE DRIBBLE	562
20	BASES LOADED	522
21	OPERATION WOLF	495
22	PAPERBOY	493
23	MEGA MAN	471
24	MEGA MAN II	448
25	ADVENTURE OF BAYOU BILLY	409
26	TECMO BOWL	402
27	R.C. PRO-AM	371
28	WIZARDS & WARRIORS	306
29	WHO FRAMED ROGER RABBIT	292
30	1943	265

FUNTASTIC FANTASIES FAVORED BY FANS!

Whimsical, weird and wonderful games like SMB2 and Link have inspired the imaginations and votes of players around the USA.

Pros' Picks

GAME		PTS
1	ZELDA II-THE ADVENTURE OF LINK	3,692
2	BIONIC COMMANDO	3,051
3	THE LEGEND OF ZELDA	2,808
4	MEGA MAN II	2,410
5	NINJA GAIDEN	2,366
6	ULTIMA	1,990
7	BLASTER MASTER	1,946
8	MEGA MAN	1,725
9	TECMO BOWL	1,592
10	SIMON'S QUEST	1,437
11	LEGACY OF THE WIZARD	1,282
12	SUPER MARIO BROTHERS 2	1,216
13	THE ADVENTURES OF LOLO	1,105
14	METROID	1,061
15	CASTLEVANIA	685
16	MIKE TYSON'S PUNCH-OUT!!	641
17	METAL GEAR	619
18	DOUBLE DRAGON	575
19	SOLOMON'S KEY	531
20	SUPER MARIO BROTHERS	464
21	TRACK & FIELD II	464
22	KID NIKI	442
23	IRONSWORD: WIZARDS & WARRIORS II	420
24	GOLGO 13	376
25	MILON'S SECRET CASTLE	376
26	ROBOWARRIOR	376
27	STRIDER	354
28	BUBBLE BOBBLE	354
29	COBRA TRIANGLE	332
30	TEENAGE MUTANT NINJA TURTLES	310

TAKE IT FROM THE PROS, HYRULE'S THE PLACE TO BE . . .

. . . or not to be if you're Ganon. With all that pro talent out to get him, he doesn't stand much chance.

Dealers' Picks



GAME		PTS
1	SUPER MARIO BROS. 2	6,677
2	ZELDA II-THE ADVENTURE OF LINK	4,286
3	TECMO BOWL	2,891
4	NINJA GAIDEN	2,809
5	TRACK & FIELD II	2,130
6	SIMON'S QUEST	1,492
7	CONTRA	1,193
8	SKATE OR DIE	1,129
9	OPERATION WOLF	1,024
10	DOUBLE DRIBBLE	897
11	RAMPAGE	789
12	ULTIMA	776
13	WRESTLEMANIA	773
14	TECMO BASEBALL	612
15	BLADES OF STEEL	600
16	DONKEY KONG CLASSICS	572
17	CHALLENGE PEBBLE BEACH GOLF	545
18	WHEEL OF FORTUNE	534
19	FRIDAY THE 13TH	514
20	JACKAL	468
21	BUBBLE BOBBLE	451
22	R.C. PRO-AM	451
23	THE LEGEND OF ZELDA	448
24	HUDSON'S ADVENTURE ISLAND	443
25	DOUBLE DRAGON	440
26	LEE TREVINO'S FIGHTING GOLF	428
27	EXCITEBIKE	417
28	MYSTERY QUEST	408
29	MICKEY MOUSECAPADE	402
30	TOP GUN	401

A VARIETY OF PAKS FOR THE TOP PICKS.

What can you say about the dealers? They seem to enjoy vegetables, sword play, and football. Hey, who doesn't?

DRAGON WARRIOR™

Enter a world of myths and dreams, where dragons roam and heroes fight against impossible odds. Dragon Warrior is not just a game; it's a place and a time of great danger and greater deeds. Anyone with a stout heart may venture into this world, and once there they will find a noble cause, a lost way of life, and mysteries as old as time.

Born of Legend: An R.P.G.

It's been a long time in coming, but finally there is a Role Playing Game for the NES that draws you into the heart of the action. In the distant land of Alefgard, a story unfolds with you as the hero, a descendent of the great warrior, Erdrick, who once fought and conquered a great evil. Now it is your turn, but as a newcomer to this world you are ill prepared for the monumental task that lies ahead. Alefgard cowers in the shadow of a despotic Dragonlord. The King's daughter has been abducted. Monsters terrorize travelers and the good people who live in the many villages and towns. Only you can prevent total desolation of the kingdom. But you must grow strong and learn many secrets before challenging the Dragonlord. To every corner of the land you must go, but will you return . . . ?

So just what is an R.P.G.? It's a game in which you take on a role, like an actor in a play, except in the game you don't have a script to follow. Everything that takes place is dependent upon the choices you make as you search for gold and information and battle through the wilderness between towns. Each time you give the command to fight an enemy, unlock a door, or speak to a passing peasant, you are changing the course of the action. Success in this world is achieved by building the strength of your character and gathering information because you begin the game with nothing but a name.

Your quest leads through fields, deserts, mountain passes and forests. Towns appear small from outside their protective walls, but this is an illusion.



Actually, the towns are large. When the screen changes, you can visit shops for tools and weapons. Be sure to talk to the people you meet.





Stand still for a moment anywhere in the outer world, or in a town, and a window will appear in the upper left corner of the screen. The HP, MP, G and E stand for Hit Points, Magic Points, Gold and Experience respectively.



If you find one of the dark caves of Alefgard, stand over it to enter, but go in only if you have a light.







Learn magic and raise your Level with Experience Points.



Spells are learned one at a time as you reach designated levels of Experience. There are ten Spells altogether, and the final one is learned when you reach Level 19.

You don't have to be a video ace to succeed in this game as in so many action or shooting games. You can plan each move with care. Take all the time you need. Once you have developed a strategy, you select a command and enter it. The result of your action is then seen. Quick reflexes won't help you as much as a good memory, so this is truly a game that anybody can play, young or old, novice or power player.



A monster suddenly attacks! It's now up to you to choose one of your four commands.

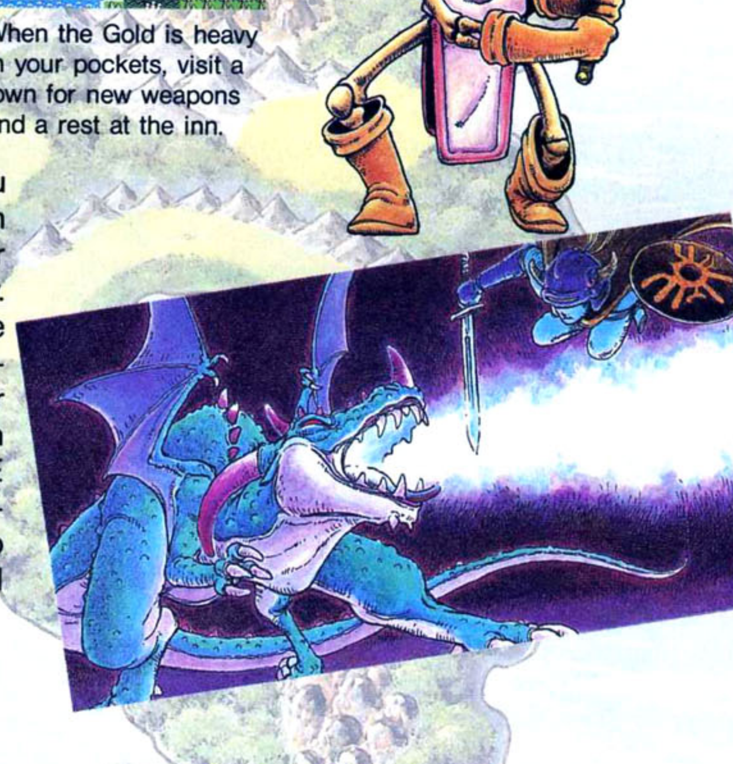


If you defeat the fiend, you will earn Experience Points and Gold for the effort.



When the Gold is heavy in your pockets, visit a town for new weapons and a rest at the inn.

There is much to see and do in Alefgard before you will be ready to face the wrath of the Dragonlord. In fact, you must perform a number of tasks in order to progress in the game and prove yourself worthy. Slowly, as your strength grows and your knowledge of this world increases, you will begin to piece together the puzzle that has been left to you by your ancestor, Erdrick, who foresaw your coming. When you decide to stop play for awhile, use the SAVE feature, which allows you to store all the tools, weapons, Gold and Experience that you've earned up to that point. All this is held in memory for continued play later.





A major part of any Role Playing Game is the need to accumulate knowledge. In Dragon Warrior, much of the critical information is gleaned from conversations with townsfolk. It is imperative that you use the TALK command whenever you meet someone new.



Although some people won't be of much help, talk to each one and listen carefully to their words. Sometimes a vital clue is hidden in old stories and rumors.



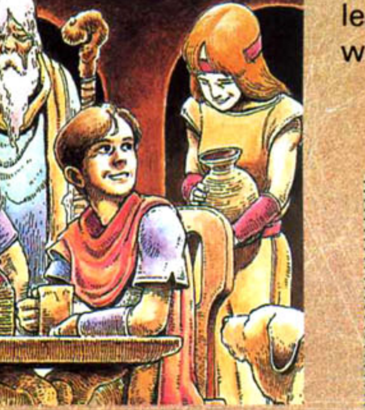
Talk to people by facing them directly and choosing TALK.

Don't be shy. Most people know who you are and want to help you.

In the end, you will face the Dragonlord alone, but to reach him you need the wisdom and aid of all the people of the kingdom. You may even wish to write down what people say.

Any word could be a piece of the puzzle.





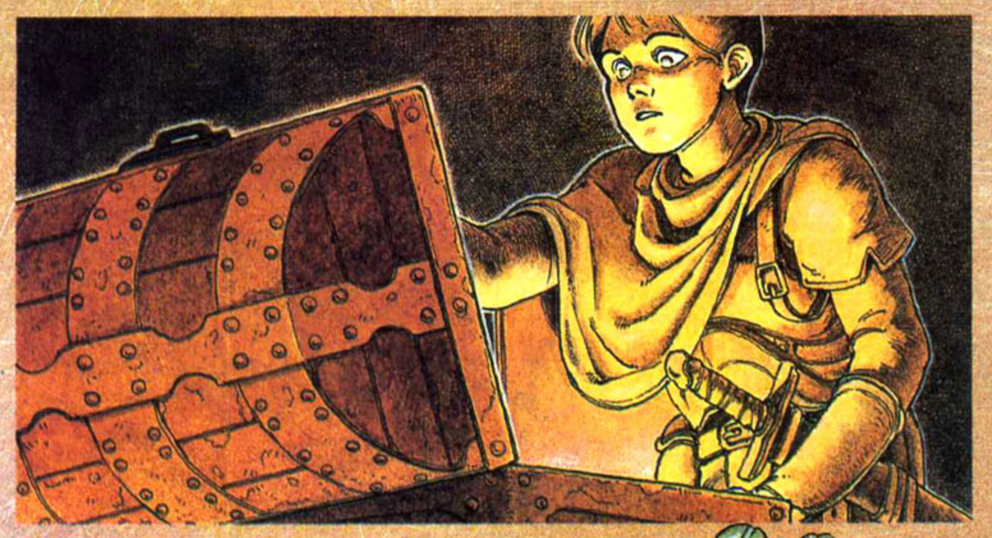
At first, some of what you hear won't make sense. Later, when speaking to other people, you may learn the hidden truth of what was said earlier.



One of your tasks is to save the Princess. But where is she?



It is revealed that you must seek her somewhere in the East.





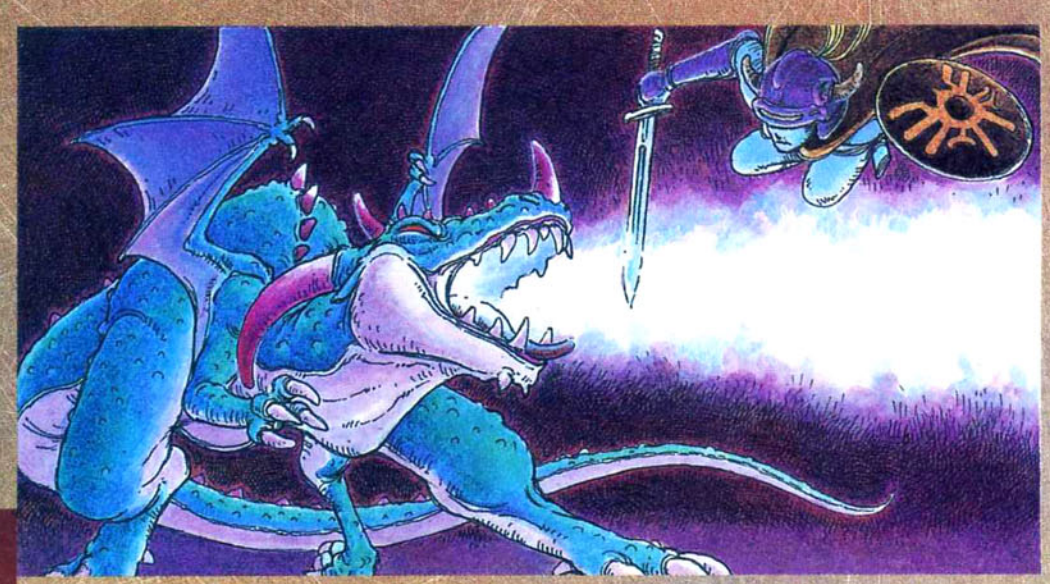
The World of Dragon Warrior!

Instead of the hand-to-hand combat common in action games, in Dragon Warrior you choose from one of four action commands: FIGHT, SPELL, RUN or ITEM. Choose carefully as you might not have enough Hit Points to survive an attack.

Choosing FIGHT initiates an attack. The outcome is determined by a comparison of your strengths to the strengths of your enemy. High levels and good weapons greatly help.



Once an enemy appears, the choices are all yours.





Selecting the best command takes full knowledge of your strengths.



Earn Gold by defeating enemies. Stronger foes are worth more. Then at the inn, recover Hit Points (HP) and Magic Points (MP).



Earn Experience Points by defeating enemies—the stronger the enemy the more points you earn toward raising your Level.

Select SPELL and a list of Spells appears in a window. Some of the Spells help you fight and some have special purposes but are of no use to you in battle. Before choosing a Spell, consider your status—your HP and MP—and the type of enemy, as certain Spells are best used on particular enemies. If you choose ITEM, only the Herb helps in a fight.



Save up Gold for quality weapons.



Making such a choice is not easy. Take what you need.



The World of Dragon Warrior!

Your journey through Alefgard will be long and perilous, but you can lessen the danger and the toil by taking various items with you. In fact, many are essential to the success of your quest. A few items are shown below as a sample of what to expect.

Use your items sparingly and only when it is appropriate.

During, or after a fierce battle, you can use the Herb to restore much of your Hit Points (HP).

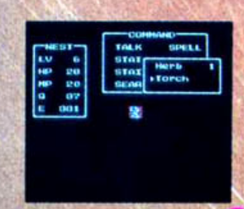


Regain HP even in the heat of a battle by choosing ITEM and Herb.



Herb

There will come a time when you must enter dark caverns and dungeons. Prepare for this by purchasing a Torch.



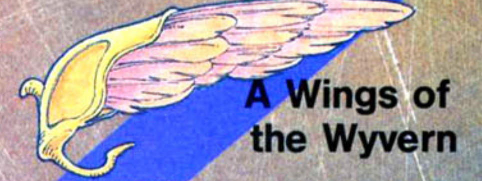
Selecting ITEM also allows you use of the Torch in dark places.

Torch

If you become lost and low on HP far from a town, use the Wings of the Wyvern to deliver you back home.



Return to the King's castle using the magical Wings.

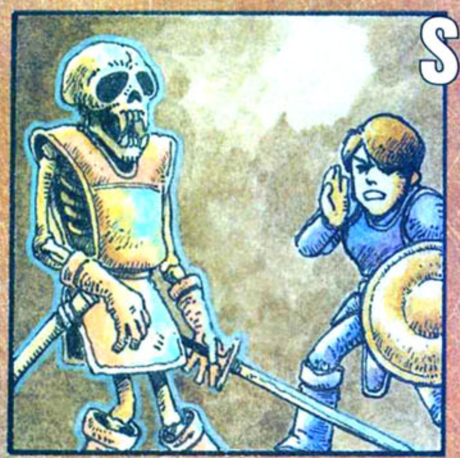


A Wings of the Wyvern

SPELLS

The World of Dragon Warrior!

Only through raising your Level of Experience will you gain the wisdom needed to learn and use the ten magic Spells. Simple Spells are learned first. Later, as your Level increases, you will learn ever more powerful SPELLS to aid in your quest.



SLEEP

Upon reaching Level 7, you will learn the Spell of Sleep. Chant this Spell at your enemy and it will nod off, leaving itself open to attack. Make use of the moment as the creature may wake up soon. Against some monsters, Sleep will have no effect.

When the Skeleton draws near, cast him in a Spell of Sleep, then attack. Awake, he is a fearsome opponent!



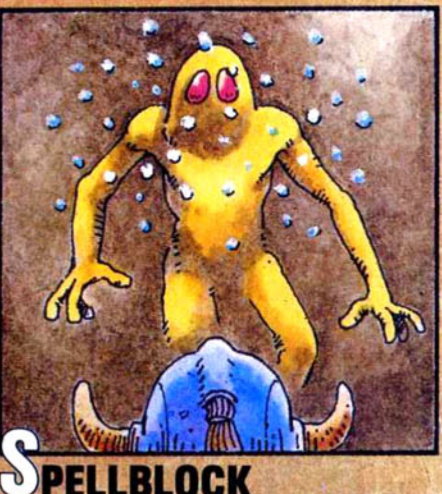


Once the enemy has been put to sleep, you can attack without fear of losing Hit Points.



HURT

Wound your enemy with a chanted word. The cost is only two Magic Points (MP). But there are some enemies who can block this Spell.



SPELLBLOCK

Many creatures know Spells of their own. If attacked by an enemy who uses Spells, use Spellblock right away. It will protect you from evil.



REPEL

Most creatures will stay away in the overworld if you chant this Spell. It is like a cloak of protection, but it lasts only a short time.



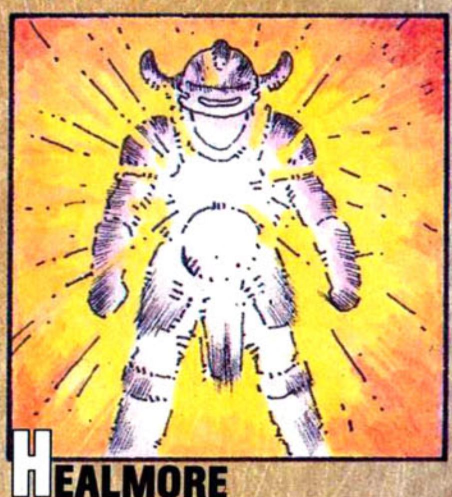
HEAL

When the fighting makes you weary and your Hit Points are low, use the Heal Spell to recover much of your lost energy. Five MP is the cost.



OUTSIDE

If you become lost or your Hit Points are nearly spent inside a dungeon, chant Outside to escape. You will be transported safely to the outer world.



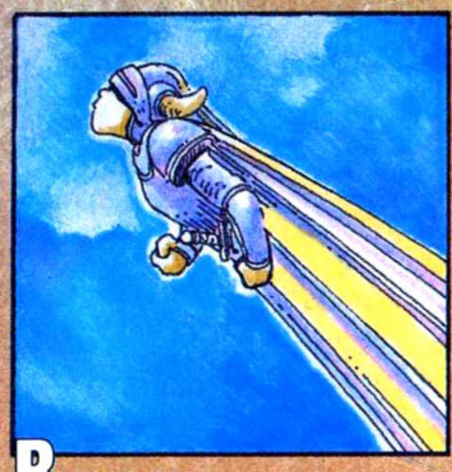
HEALMORE

Much more powerful than HEAL, this Spell is a great boon at the end of your journey when you must face the fiery breath of dragons.



RADIANT

Don't waste Gold on Torches once you've learned this Spell. In the darkest caves, the Radiant Spell provides enough light for a search.



RETURN

Like the Wings of the Wyvern, this Spell can speed you home from a great distance. Use it when you want to Save the game.



HURTMORE

Wyverns, dragons, and other evil monsters can be struck down by this potent Spell. On the other hand, some of them may use it on you!



The World of Dragon Warrior!

Enter the Realm of Heroes!

Strategy and planning are the keys to success. Without a plan, the Dragonlord's servants will make short work of you. The following tips should help any newcomer to Alefgard, even heroes and Dragon Warriors. Read on now, and learn well the lessons taught.

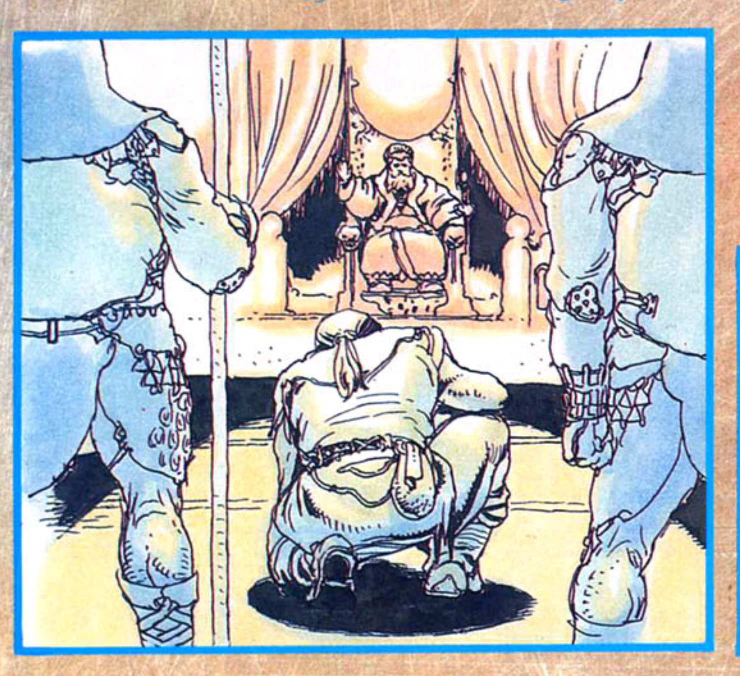
Turn on the power and the title screen appears. Press Start. Now you've reached the screen where you enter your name or any name you choose. Whatever name you enter now will be used throughout the game. In this case, the player's name is Nester.

My name is Nester.

Use your own name, the name of your favorite hero, or create a new hero.



Your Quest Begins In The Throne Room.



From beyond the borders of Alefgard you have come to King Lorik's court, where it is told that you are the descendant of the legendary Erdrick. The King himself tells you of his country's plight, how the darkness grows, and that you must help. Then King Lorik of Alefgard presents you with gifts to help you on your way. Also, you are bidden to speak to the guards, who know much and can offer sound advice for your journey. Then it is time for you to depart. Use your key and then the STAIRS command.



Once you have a name, you will be brought to the throne room for an audience with the King. Learn some of the history of Alefgard, and of your quest.

The King offers you gifts and you would do well to take them.

Good King Lorik has sent you upon a quest to restore peace to the land. But he knows you are new to the world, and he offers you gifts to help you on your way. In fact, without one of the gifts, you can't leave the room.

Claim the contents of a Treasure Chest by standing over it and pressing the A Button to activate the command screen.



When the command window opens, move the cursor to TAKE and press A again. The treasure or item is now yours.

Speak to the Inhabitants of the Castle.

In the castle you will find soldiers, merchants, retainers and others. They can tell you much of what has happened both in Tantegel Castle and in the surrounding country. Listen for clues and write them down.





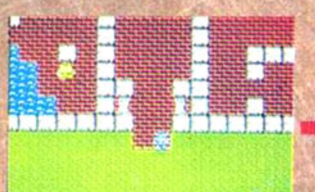
The people of the castle are busy and will speak only if spoken to. Be assertive. Face a person then push the A Button to bring up the command screen. Then select TALK. The person's words appear in a box on the screen. Arrows indicate if there is more to be said.



You must find a source of keys before you can speak to this man.

Beyond the walls of Tantegel Castle the screen shifts to Walkabout Mode.

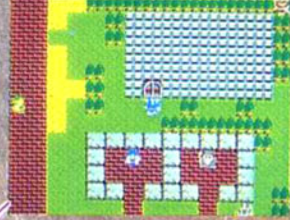
Once you have stepped beyond the safety of strong walls and armed guards, you are fair game to the monsters which lurk throughout the vast continent of Alefgard.



You may have the King's blessing, but you also need weapons.



Go to Brecconary near the castle and buy the items you need.



Closed doors will remain closed unless you have a key to unlock them.



Speak to the man over the counter to buy weapons.



Stay the night here to restore your HP and MP.





This building has no door. You can walk straight in.



The tool shop inside offers Torches and Herbs for sale.

At long last it is time for the hero to prove the legends true.

Once you have purchased a weapon—either the club or the bamboo pole—it is time to enter the wide regions beyond the town. At first you will be on the plains around Brecconary and Tantegel Castle. There you will encounter creatures called Slimes that appear suddenly. Enemies spring up without warning.



With 120 pieces of gold in your pouch, your first stop should be the shops of Brecconary. There you will find weapons, armor, and items that you will need later in the overworld like medicinal herbs. While in the town, you should also speak to all the citizens.

Strategies For Your Adventure!



Many useful items have I found. 'Tis now time to go!

Hark!
A Red Slime!







To flee or not to flee . . . ?

Curses! The fiend doth attack! Aaahhh! I am wounded!



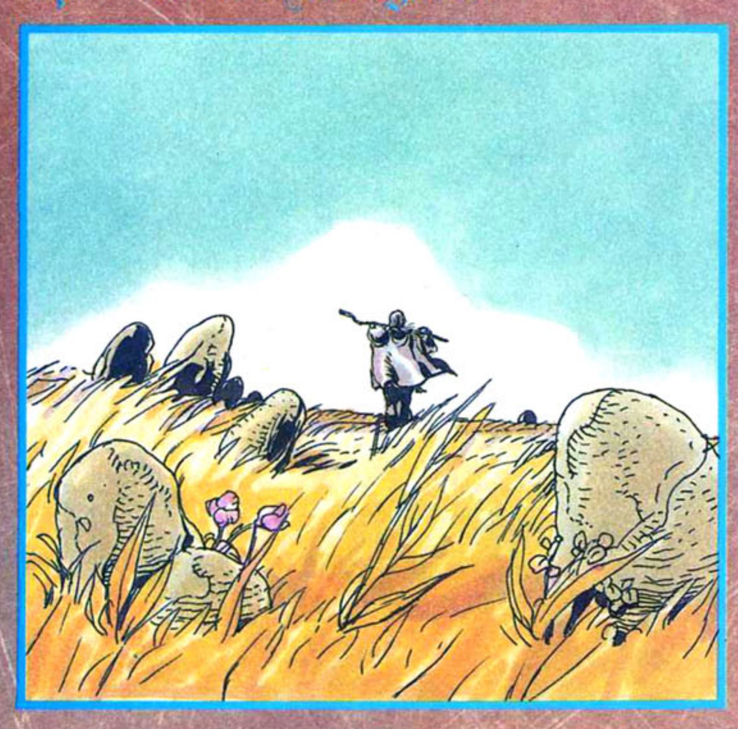


Enough Hit Points have I left to go yet another round.



Master these basic strategies . . .

Alone now, you enter the wilds of Alefgard.



Without any warning the beast attacked!

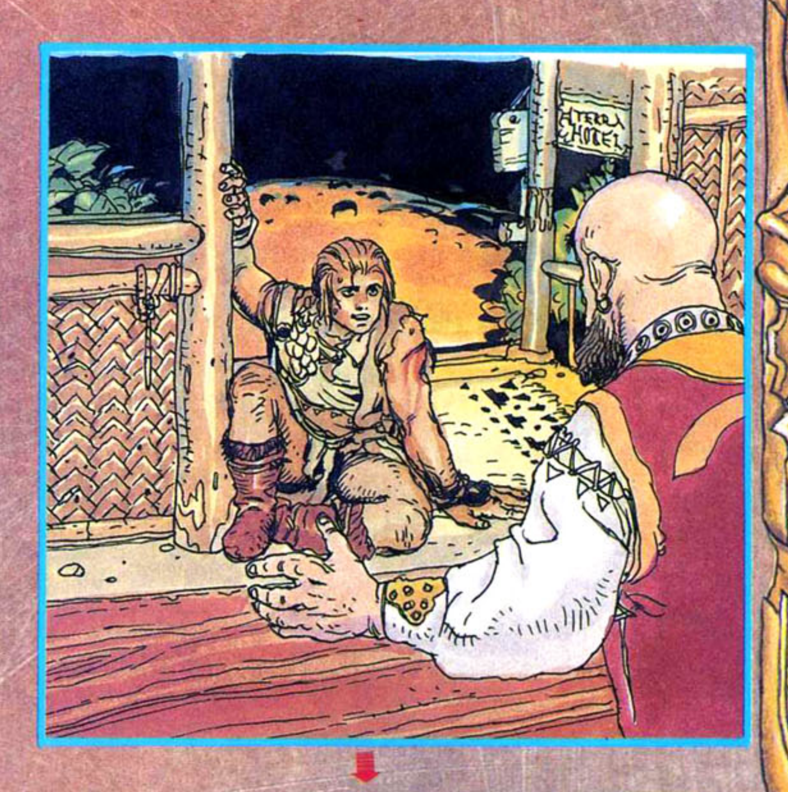




Alas, my HP is low. I must run while I can.

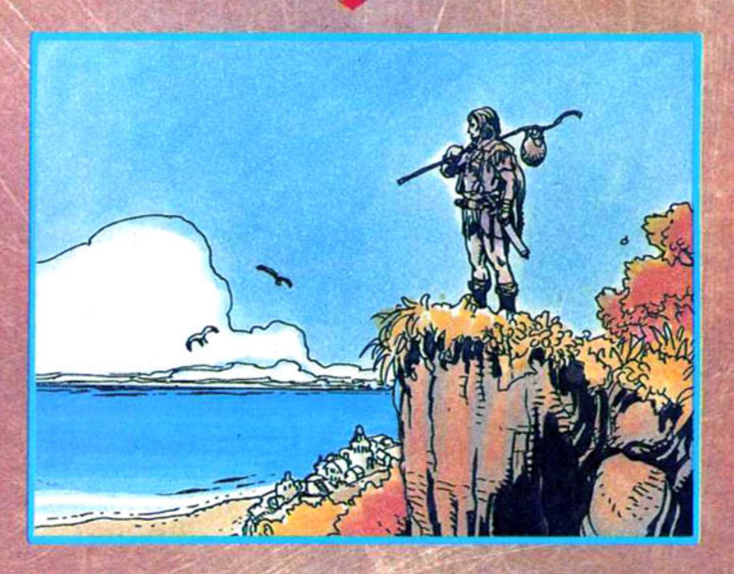


Sooner or later an enemy will draw near. If it is too strong or your HPs are low, RUN!



After a night's rest at the inn, I feel fit enough to fight a dragon.





Such is Dragon Warrior—a game of high adventure and dark secrets, treasure to be won and tasks to perform. Once you enter this vast and captivating world, you may find it difficult to leave.



Upon entering the world of the Dragon Warrior, you become the hero, the brave descendant of Erdrick, who must seek out and battle against desperate evil. Only you can help save the Princess and defeat the Dragonlord. The role you play will determine the outcome of the game and the future of the world.

1 Rescue the Princess!

Your first task is to find King Lorik's only daughter, Gwaelin, and bring her home. Do this and greater adventures will await you.



2 Defeat the Dragonlord!

In the desolate castle of Charlock, the Dragonlord gloats over the sacred Ball of Light. Win back this prize and peace will be restored.



GAME START

Gather Clues and Rumors!

Townsfolk throughout the kingdom have much to tell you. Listen closely for crucial clues.



Search for Treasures!



Certain items must be found if you are to win. Many people reveal secrets that will help.

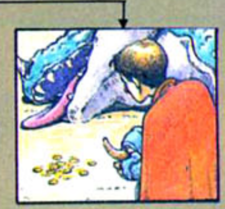
Gaining Experience!



Earn Experience Points in every battle to increase your speed, strength and magic.



Learn spells as you rise to new levels.



Gold won in battle pays for weapons and armor.

Defeat the Dragonlord!

STRIDER™

When Matic, the Vice-Director of the Striders called for Hiryu it came as no surprise. Kain was long overdue in returning from his mission and it was now assumed that he had been captured. As the best of the elite "C" Class Striders, Hiryu would be sent to find the agent in trouble and pull him out. With his best friend, Kain, in trouble this rescue meant a little more to Hiryu than all the rest. As he prepares to depart a twist is added to the mission. Kain is to be sacrificed, not rescued, in order to protect the secrecy of the Strider organization. "But how can this be?" thinks Hiryu, "There must be a way to rescue Kain!" Confronted by this difficult decision Hiryu knows the answer lies in first finding his friend.

TECHNIQUES

At the start, Hiryu's power levels are low and can only be increased by completing each section that he enters. As his power levels increase he gains additional powers.

TRIANGULAR JUMP



To jump higher than normal, jump toward a wall. As you touch it jump the opposite direction.

SLIDE IN



In Egypt, push the A Button and Down on the Control Pad to slide through tiny spaces.

PLASMA ARROW



A scientist in Japan will modify your cipher. Hold Up on the Control Pad and push the B Button to fire a plasma bolt.

POWER TRICKS

FIRE



Egypt is the first area that Hiryu will learn to use Power Tricks. Fire is the first one and it takes 5 Power Points to fire each shot.

MEDICAL



The Medical Trick is used to recover lost health and requires 10 Energy Points to recover 20 Health Points.

SPARK



With the Spark Trick, Hiryu can fire a bolt of electricity at his enemies. It's more powerful than fire and requires 5 Energy Points for each shot.

JUMP



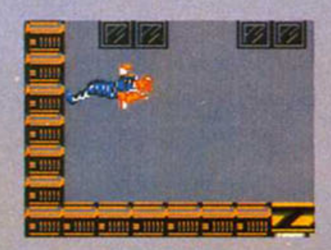
The Jump Trick lets Hiryu jump higher than normal for a short while. It still won't go as high as the Triangular Jump but will get you places you've never been. It costs 10 Energy Points.



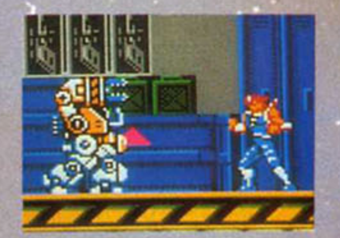


The Kazakh Base. With Hiryu's current health and energy levels you will have to use more brains than muscle to find a way through. If you strike the walls or swing the cipher in open spaces you can find additional Energy and Health Capsules. Search well, as you will need as many as you can find.

LEVEL 1	H·MAX : 10	POWER TRICK : NO
HIRYU'S OPTIONS	E·MAX : 10	TECHNIQUES : TRIANGULAR JUMP



The Magnet Boots are the only way to access some parts of this game. You use them to climb up the flashing magnetic walls. If you are unable to find them, you won't be able to get all the keys that you will need.



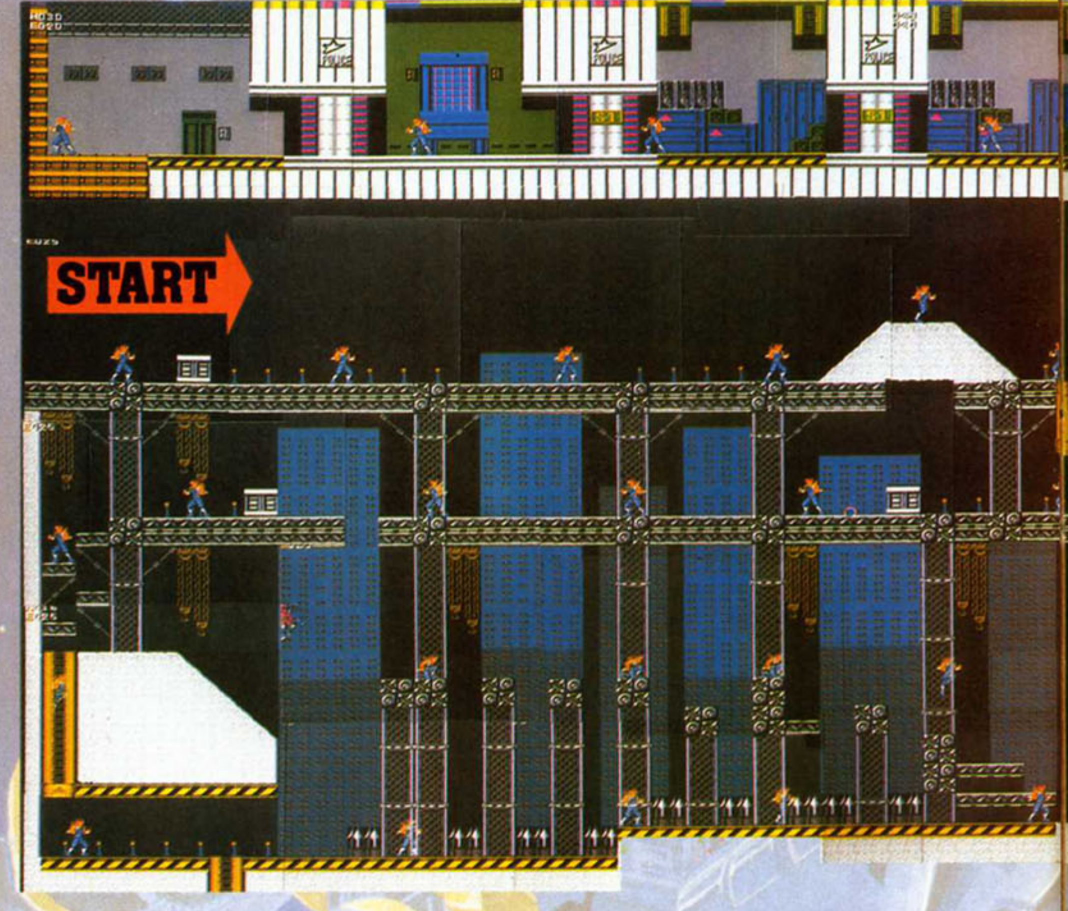
A Power-Loader! This hydraulic monster is only vulnerable in his upper half. You'll have to dodge his flailing mechanical arms to try to get close enough to get a cipher shot off.



PLEASE WAIT.
KAIN IS UP THERE AND THE COMMANDER HAS THE KEY.



The Vice-Commander will tell you where Kain may be found. To get to him you'll need a key that is carefully guarded by the Commander. A data disk tells where the Commander can be found. The data disks are well hidden and to find them you'll need to poke around with your cipher in places where there would appear to be nothing. Good luck!

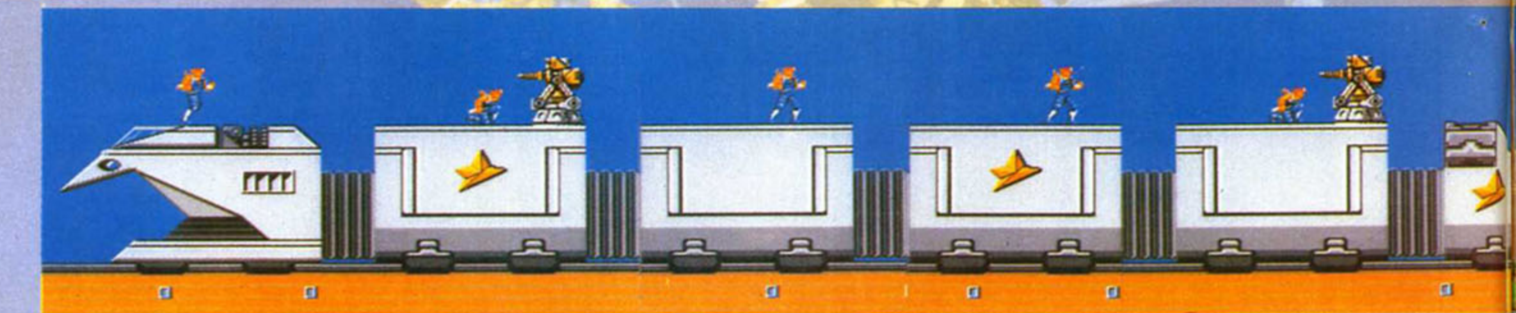






The Phantom Train races through the desert on its way to the secret Pyramid Base. Catch the train for a free ride but be warned: the Train is armed with many hidden dangers. Advance very cautiously and be ready for something to come from any direction. Remember, Health and Energy Capsules can be hidden anywhere.

LEVEL 2	H·MAX : 12	POWER TRICK : NO
HIRYU'S OPTIONS	E·MAX : 12	TECHNIQUES : TRIANGULAR JUMP



DATA FILE ANALYSIS



NO. 1

This Disk contains a message from a fellow Strider. It appears that he has lost his Attack Boots somewhere. If you can find them they will serve you well against enemies that previously may have been a big problem. Find them as soon as possible!



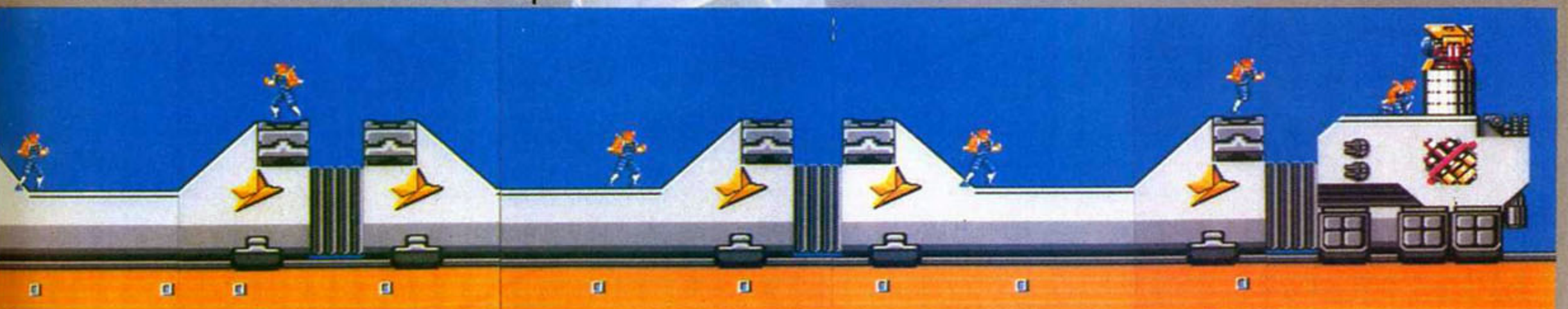
NO. 2

The Disk with the Commander's message! He's on the move again. Return to the Blue Dragon so that you can be transported back to another sector. If he escapes the key will be lost and the chance to find out what's behind the door along with it! Hurry!

A secret lies beyond the locked door. To find out what it is you'll need the matching key.

The first data disk is located in this passage. Use your cipher to find it.

Once aboard the train you'll want to work your way to the back to knock out the engine that is there. All over the train you'll find men and pop-up cannons that will catch you by surprise if you're not watching out for them. At the back of the train is a three directional cannon. There are two ways to approach this problem. You can either accept that you are going to get hurt and charge ahead, cipher swinging. Or, you can attempt to maneuver to the rear of the cannon where it cannot fire and attack from there. The Slide Attack can help you get past the cannon and into proper position. Be careful not to fall from the train as it will buy you a quick trip back to the Blue Dragon. When the train stops you will have reached the Pyramid. Start looking for more energy to replace any you may have lost. Watch the characters you get energy from as certain characters tend to be worth more energy than others. From here on out it's all up hill!



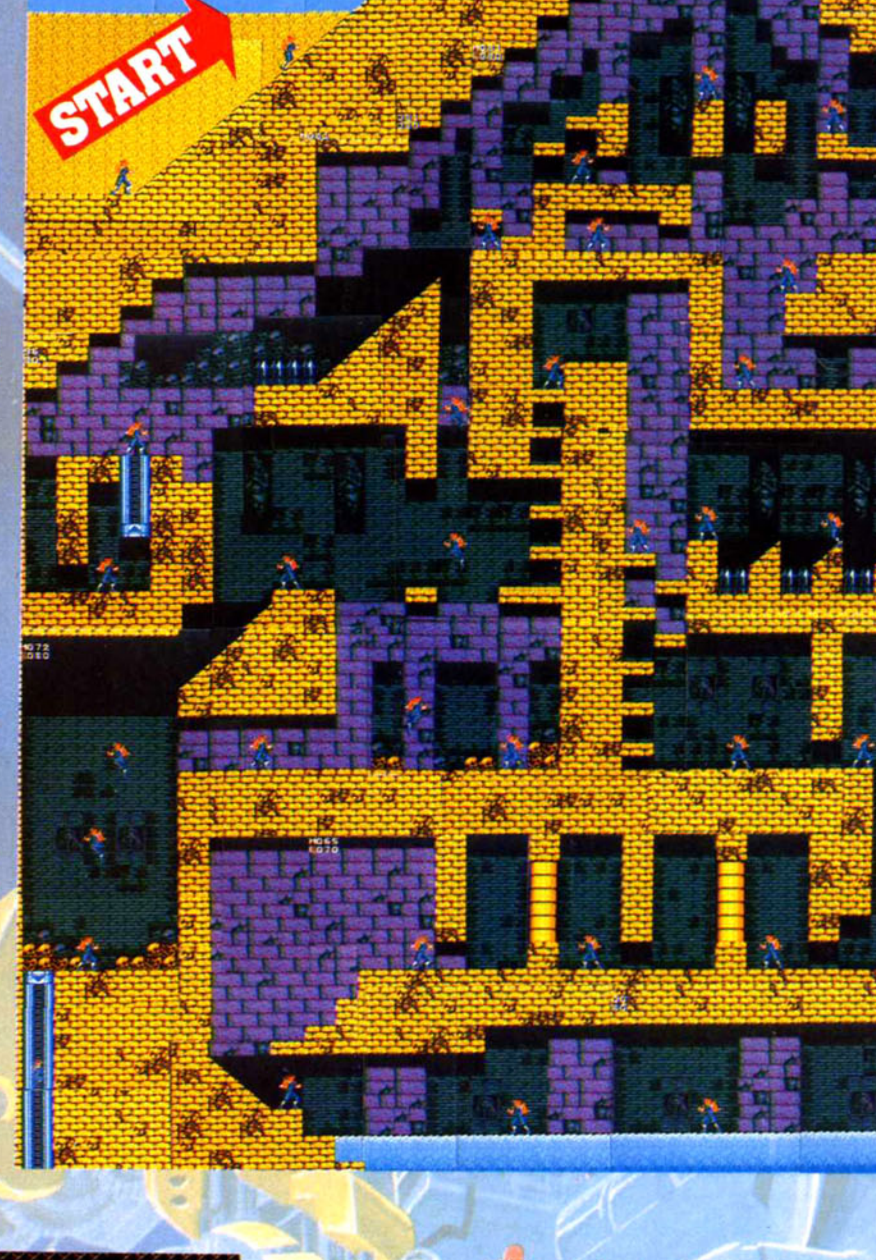
PYRAMID BASE



You may be a little worse for wear after the train ride! Fighting the enemy guards will provide you with some health. Be sure you get it before you leave the screen or you'll lose it.

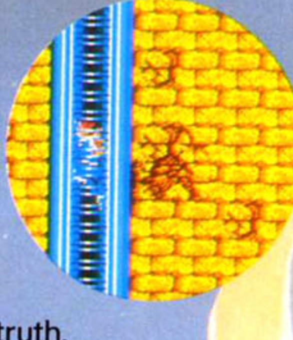


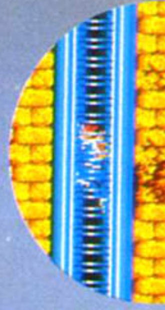






The Aqua Boots are in here. Be sure to pick them up as you will never reach the center of the pyramid without their abilities. Use the Slide Attack to slip under the wall and pick them up.





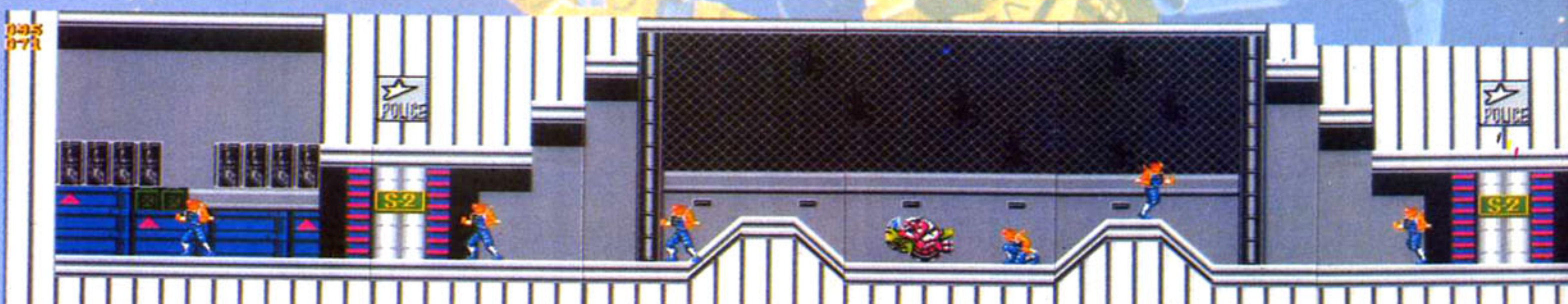
Head this way after picking up the Aqua Boots. The transport tube is the only way to move on, but where does it lead? It may lead to a key or something else, only the brave will discover the truth.



It's Kain! He knows something extremely important. By searching, you'll also find Disk 3. Better get back to the ship.

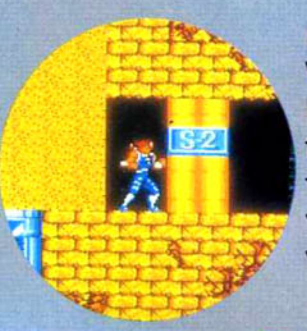


This motorcycle madman is invulnerable from the front. Stick to your cipher, jump over him and hit him in the back as he goes by. Watch it, he's fast!






A running leap will help you clear the bomb tossing Mechanical Snails that cover the outside of the pyramid. Watch out when you come to land as enemy soldiers may be waiting for you!



Door S-2 needs key 2. Without the key you will be cut off from other transport tubes that run through the pyramid. If you have searched well you'll find the key.



So! Face to face with the Commander at last! He has the key and you need it. Do you think that you'll be able to get it away from him?



The Sharkman is hiding in the water. If you've no Aqua Boots, you're shark bait! Keep yourself low when he attacks to minimize the chance of getting hurt.

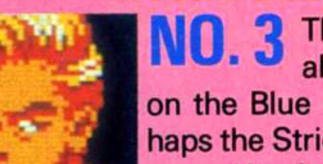


Once you get the key from the Commander, head back to the Blue Dragon. You now have a key that will fit the doors that you could not get through back at the Kazakh Base. Could this be where they're holding Kain? To find out you must first defeat whatever it is coming from behind you with a loud mechanical roar! Should you use a Trick or stick to your cipher?

LEVEL 3 HIRYU'S OPTIONS		
	H·MAX : 15	POWER TRICK : NO
	E·MAX : 15	TECHNIQUES : TRIANGULAR JUMP



DATA FILE ANALYSIS



NO. 3 The Disk, when it's run discloses info about a "Zain Project". Little is known on the Blue Dragon about such a project. Perhaps the Strider chief in Japan may know a little more. Head on down to the transporter and see if you can't gain a little more on this!

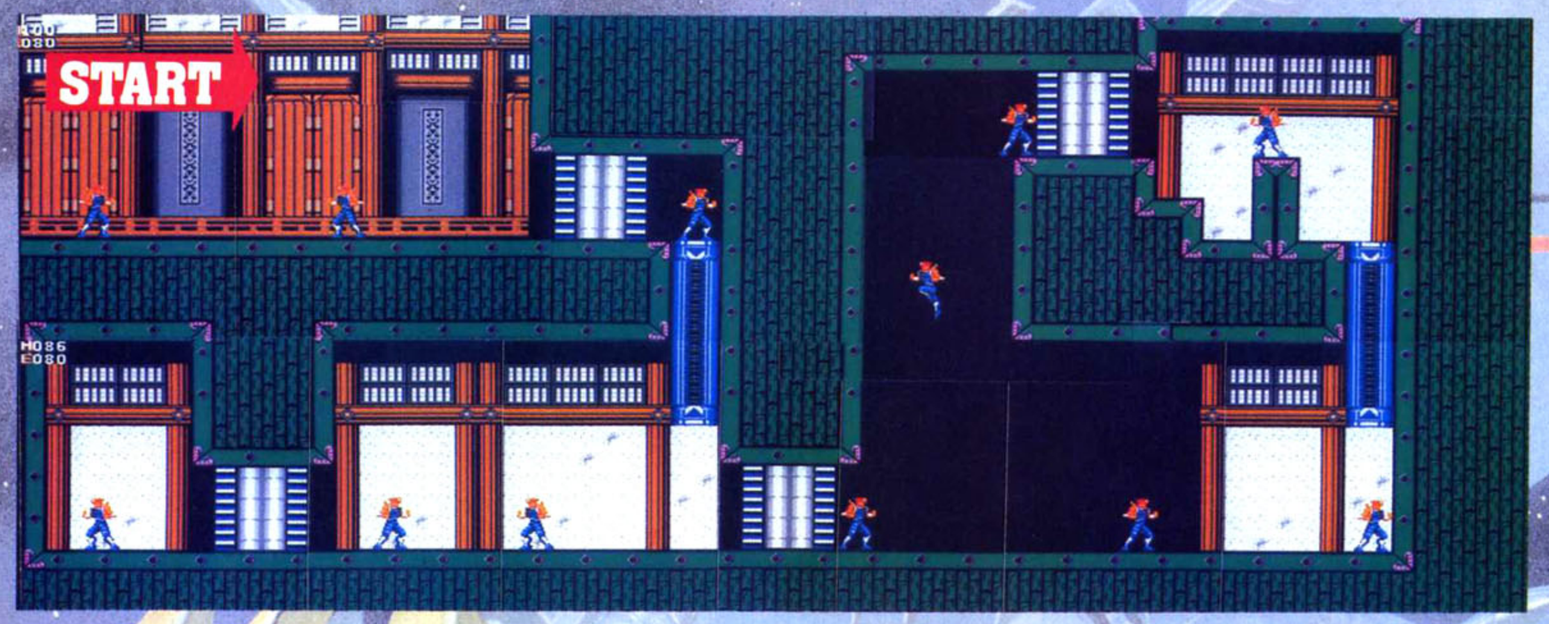


Arriving in Japan, Hiryu expects to find some answers but finds enemies instead. How did they know where he was going? Somewhere there must be a leak in the organization but where? Did Kain disclose some information to the Syndicate? Hiryu refuses to believe that Kain would do that. Maybe someone else here in Japan is tracking him.

LEVEL 4 HIRYU'S OPTIONS	H-MAX : 20	POWER TRICK : MEDICAL
	E-MAX : 18	TECHNIQUES : PLASMA ARROW

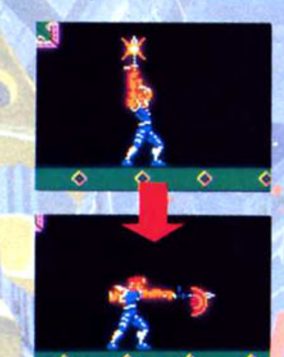


Who lurks behind the mask of the Samurai? Beware of this warrior! His sword is longer than your cipher and he can fire plasma bolts also. Watch his jumps and you can learn to time yours so you can strike at a point when he is off balance.





Friend or foe? The scientist is a friend who will fix your cipher so that it will fire a plasma bolt. It takes a few seconds to charge the cipher, but the plasma is well worth it as it can cut through even the toughest of enemy defenses. It can save you!





Reaching the Chief, Strider will increase your health and energy levels plus, get you Disk 4. You'll need to Analyze it so back to the Blue Dragon!





The quest for truth moves on!

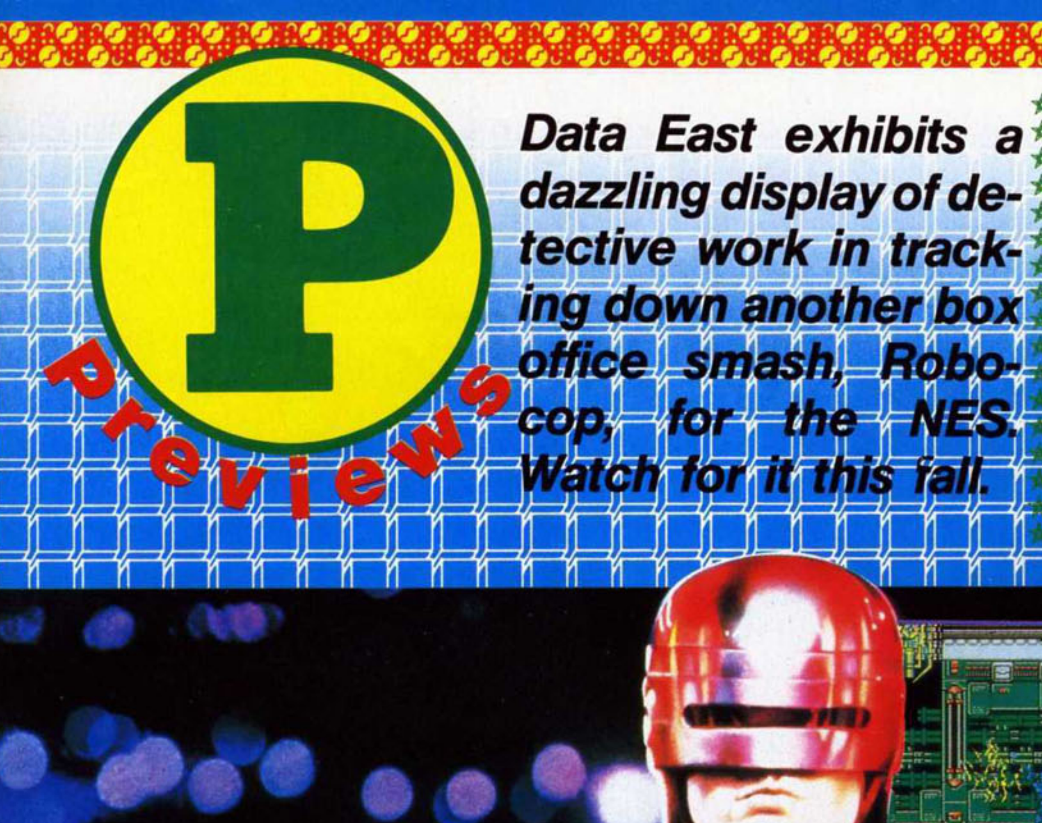


Disk 4 reveals the shocking truth about the "Zain Project". The Project uses a machine to broadcast signals that will control someone or drive them to madness. The remaining question is, if Zain has the power to alter someone's mind, who may have already been affected? Kain may have been exposed to it and who knows how many others. Suddenly, Hiryu realizes that in reality there is no one he can trust. The world is a very big place for just one man and unless he can come up with some solid clues, he may never find the Zain Machine. China, Africa, Australia, L.A., wherever he may start now only seems like a wild shot in the dark. The stage is set to test the metal of the Strider.









Data East exhibits a dazzling display of detective work in tracking down another box office smash, Robocop, for the NES. Watch for it this fall.

4 NEW TITLES

- ROBOCOP
- DUCK TALES
- WHO FRAMED ROGER RABBIT?
- IRONSWORD

You've seen him in the theater, now he's heading straight for your living room! Robocop is back, with some of his old enemies and a whole lot of new ones. Only you can save the city as you guide the metal monster of law enforcement on his quest to protect and serve. There's trouble at Second and Nash, and Robocop is dispatched to the scene. Priority one, keep the peace!

POWER METER

PLAYER METER

ROBOCOP T.M.

Is there a man behind the machine?

Officer Murphy was lost in the line of duty to the world who knew him. Still, bits of his memory remain within the combat-ready chassis of Robocop, an experimental, bio-mechanical cyborg capable of handling much more than an average police officer. Now he roams the streets in a single-minded quest to maintain order, and apprehend criminals. Such an addition to the force has made many of the local kingpins very nervous, and they'd give almost anything to be rid of Robocop. They'd even go as far as to bribe another police officer into doing the job. You'll have to watch your back, the world of this cop is very dangerous indeed.

Now for a more detailed look at Robocop's high-tech chassis.

Biometabolizer

Short Range Sensor

Oil Pressure Motor Unit

Main Fuel Battery

Bulletproof and Heartproof Soft Armor

Interface Needle

Gun Holder

Shockproof Frame

1 2 3 4

Robocop possesses many technologically enhanced senses that protect and aid him in critical situations.

1 Using thermal imagery, the optic scanner can find weak or thin walls to go through.

2 The onboard computer will use the gauntlet indicator to advise you when to use hands only.

3 The Short Range Sensor will flash the Target display when enemies are near.

4 The Energy Indicator will flash as Time and Power reach critical levels.

WEAPONS

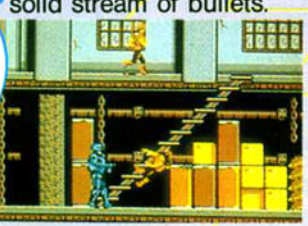
Auto 9

The Auto 9 handgun is Robocop's standard issue weapon. It's rapid fire capability is awesome!



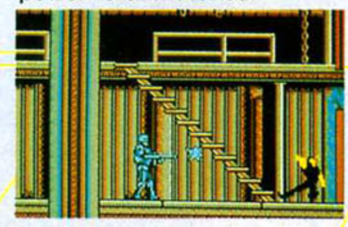
Machine Gun

You must find the Machine Gun to use it. It fires so fast it's like a solid stream of bullets.



Cobra Gun

This devastating weapon is more like a tank gun than a hand held weapon. It's fire power is unmatched!



ITEMS

Potion A

Since this machine uses a great deal of power, keep your eyes open for refills like this one.



Potion B

You'll need to replace any lost Power, and this potion is the biggest refill you can get.



Time Addition

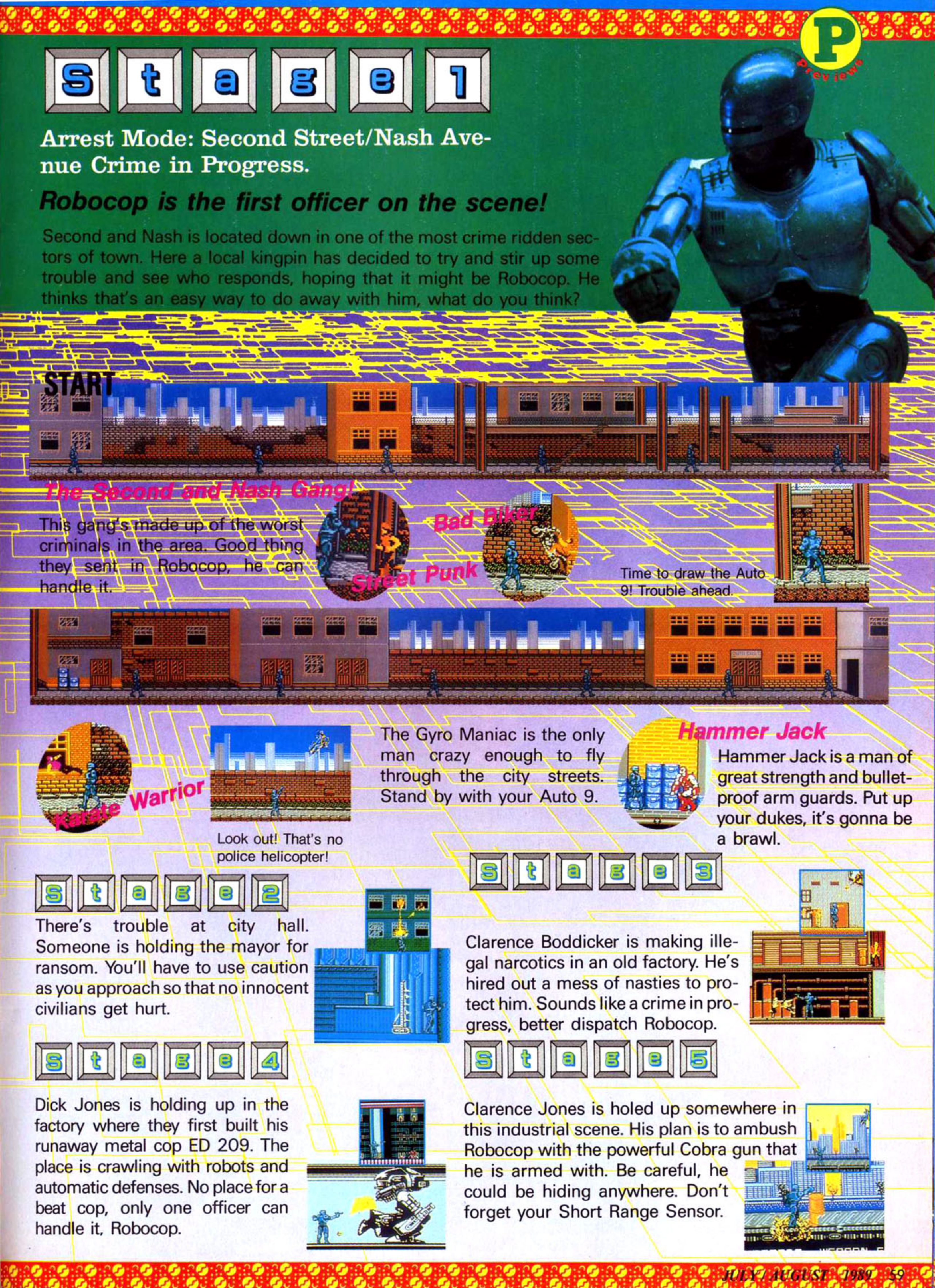
The sign of the lightning bolt means more juice for your armor. Grab it to gain more time.



Machine Gun Magazine

Unlike the Auto 9, the Machine Gun has a limited ammo supply. Look for these to reload or stock up.





Stage 1

Arrest Mode: Second Street/Nash Avenue Crime in Progress.

Robocop is the first officer on the scene!

Second and Nash is located down in one of the most crime ridden sectors of town. Here a local kingpin has decided to try and stir up some trouble and see who responds, hoping that it might be Robocop. He thinks that's an easy way to do away with him, what do you think?

The Second and Nash Gang!

This gang's made up of the worst criminals in the area. Good thing they sent in Robocop, he can handle it.

Time to draw the Auto 9! Trouble ahead.

Look out! That's no police helicopter!

The Gyro Maniac is the only man crazy enough to fly through the city streets. Stand by with your Auto 9.

Hammer Jack

Hammer Jack is a man of great strength and bulletproof arm guards. Put up your dukes, it's gonna be a brawl.

Stage 2

There's trouble at city hall. Someone is holding the mayor for ransom. You'll have to use caution as you approach so that no innocent civilians get hurt.

Stage 3

Clarence Boddicker is making illegal narcotics in an old factory. He's hired out a mess of nasties to protect him. Sounds like a crime in progress, better dispatch Robocop.

Stage 4

Dick Jones is holding up in the factory where they first built his runaway metal cop ED 209. The place is crawling with robots and automatic defenses. No place for a beat cop, only one officer can handle it, Robocop.

Stage 5

Clarence Jones is holed up somewhere in this industrial scene. His plan is to ambush Robocop with the powerful Cobra gun that he is armed with. Be careful, he could be hiding anywhere. Don't forget your Short Range Sensor.


Welcome to...
DuckTales™
TM Capcom USA, Inc.
© The Walt Disney Company
POWER METER
Graphics & Sound
Play Control
Challenge
Theme, Fun
PLAYER METER
Graphics & Sound
Play Control
Challenge
Theme, Fun
What's Uncle Scrooge up to this time?
Join in the fun as the eccentric millionaire Scrooge McDuck goes on a world-wide scavenger hunt for the five most valuable treasures known to duckkind.
The Five Treasures
Uncle Scrooge may already be a millionaire, but he won't rest until he has added these precious items to his treasury as well.
SCEPTRE
Sceptre of the Incan King
COIN
Coin of the Lost Realm
CROWN
Crown of Ghengis Khan
DIAMOND
Giant Diamond of the Inner-Earth
CHEESE
Green Cheese of Longevity
LAND SELECT
THE AMAZON
TRANSYLVANIA
AFRICAN MINES
THE HIMALAYAS
THE MOON
60 NINTENDO POWER

Scrooge will need some help

Of course, Scrooge won't have to find the treasures on his own. His three nephews and Webby will show up to give him helpful clues and hints, and if he gets lost, Launchpad the pilot will be there to offer him a ride back to Duckburg.

▲ Launchpad

Listen to their advice!

▲ Dewey

▶ Huey

▶ Louie

▶ Webby

Useful Items



The five treasures are not the only valuable items Scrooge will find during his travels. The hills and caverns are filled with precious diamonds, and if he's low on energy, Scrooge can recharge by finding Snacks.

Diamond

There are three different types of diamonds.



Snacks

Besides just tasting good, Snacks refill Scrooge's energy.

Cakes



Ice Cream



Magic Coins



The Mysterious Magic Coin will make Scrooge invincible for a few seconds.



Statue of Scrooge

This tiny statue gives you a 1-up.





Read on for a quick look at the five stages and the best order to take them in.

There are 2 ways to attack

The Golf Swing

Scrooge can use his cane to swat items across the floor at enemies.





The Pogo Jump

By bouncing along the ground on his cane, Uncle Scrooge can both defeat enemies, and pass over dangerous areas.









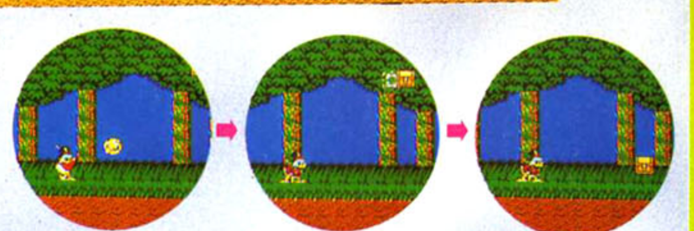
The Amazon

Scrooge's search for the Incan Sceptre will lead him deep into the Amazon jungle, past vicious jungle creatures, and even deep into a lost Incan Temple for a confrontation with Zarduck.

Start



Use the pogo jump to bounce off this bee and get to the pouch.



Hidden Items

Scrooge can find Gems and Snacks by jumping and poking in the right places.





Bounce over the brambles!

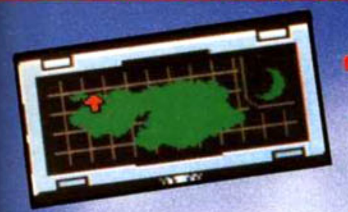
By continually using the pogo jump, Scrooge can get past the Amazon bramble bushes.



Ancient Ruins

Climb this vine to get to the top of the ruins and find the entrance to the lost temple.





Transylvania





The Coin of the Lost Realm is rumored to be deep inside of an eerie castle in Transylvania. Of course, Uncle Scrooge thinks the idea of ghosts and zombies is just hogwash, but perhaps he's about to change his mind.

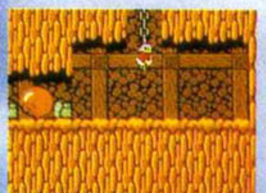


Come back to get this skeleton key after finishing the stage.



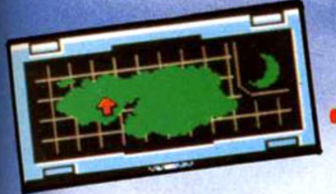


The African Mines



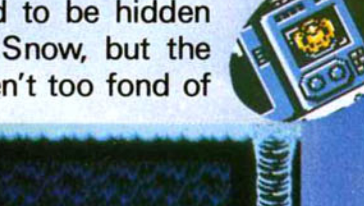


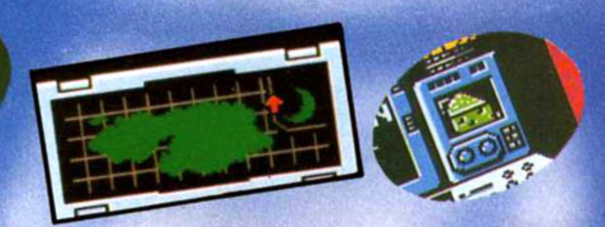
To find the Giant Diamond of the Inner-Earth, Scrooge must scour the mines of the African continent and battle the King of the Terra Fermies.



The Himalayas

The Crown of Ghengis Khan is said to be hidden somewhere in these Mountains of Snow, but the Snow Rabbits and Glacier Goats aren't too fond of climbers.



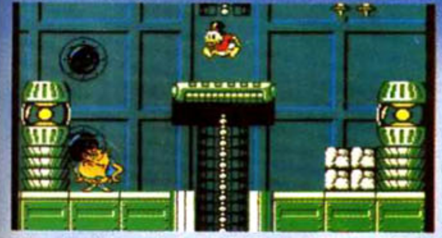


The Moon

Green Cheese? That's what the moon is made of and that is what Uncle Scrooge is after this time. It is rumored that the cheese will make one young again, even an old duck like Scrooge.



You'll need to find Gizmo to get past this wall.



The inside of the UFO is a complex series of corridors and passageways.



Gizmo's robot suit is awesome!

Uncle Scrooge says:"Don't miss this one."

And don't forget, this was just a preview. Uncle Scrooge and the gang will be back for more in a future issue of Nintendo Power.







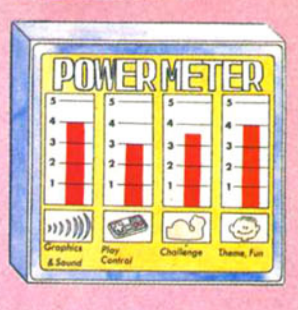


Who Framed ROGER RABBIT™

EDDIE! HELP! P-P-P-PLEASE!

Eddie, you just gotta help me. Marvin has been murdered and they think I did it. You gotta help me find his will and clear me. P-P-P-PLEASE!, Eddie. I can't do it alone. Judge Doom's weasels keep chasing me down. But, if they catch us, we can just give 'em the correct punchline and they'll laugh so hard we can get away. I know that there are a lot of items hidden all over the city and in the caves outside the city that will help us. And if we're nice to our girls, I'm sure they'll help us too. If we need transportation, Benny the Cab said to "just whistle." C'mon, Eddie. I'm really s-s-scared. I mean, besides the weasels, Judge Doom has all sorts of animals all over the place that will try to stop us. But mostly, I'm afraid that the judge is going to capture Jessica and me and spray me with D-D-D-D-Dip!! Say "yes," Eddie. P-P-P-Please! You're the bestest detective. And I'll be right there with you every step of the way. Who knows? It might even be fun! C'mon. Where's your sense of humor?

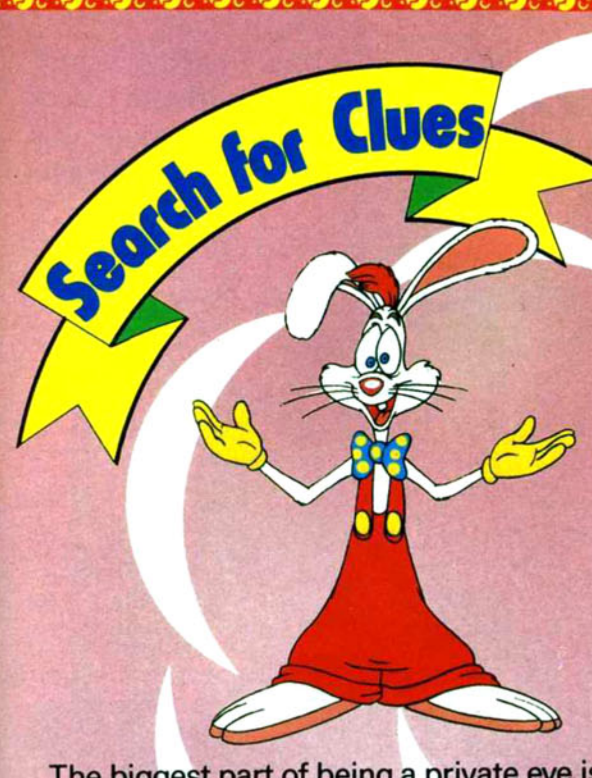
Toons. Sheesh. They're all looney. I swore I'd never get mixed up with 'em again. But, the only thing I can't stand worse 'n toons is injustice. I figure the rabbit's innocent. So does Delores. So, rabbit, I guess ya gotcha self a P.I.
Toons. Sheesh.



PLAYER METER

Graphics & Sound	Play Control	Challenge	Theme, Fun
5	5	5	5
4	4	4	4
3	3	3	3
2	2	2	2
1	1	1	1

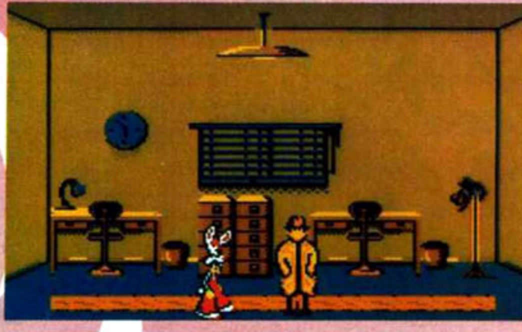




The biggest part of being a private eye is searching for clues and evidence. Sometimes, you even come across the neatest stuff. But, watch out for the weasels! You'll always know when they're close by 'cause an alarm will sound. Keep an eye on that buzzard overhead, too, or he'll swoop down and carry Roger off. And remember, like Mom always said: Look both ways before crossing the street!



Walk near the area underneath the flower pot and fake it out. After it crashes, you can walk there in safety.

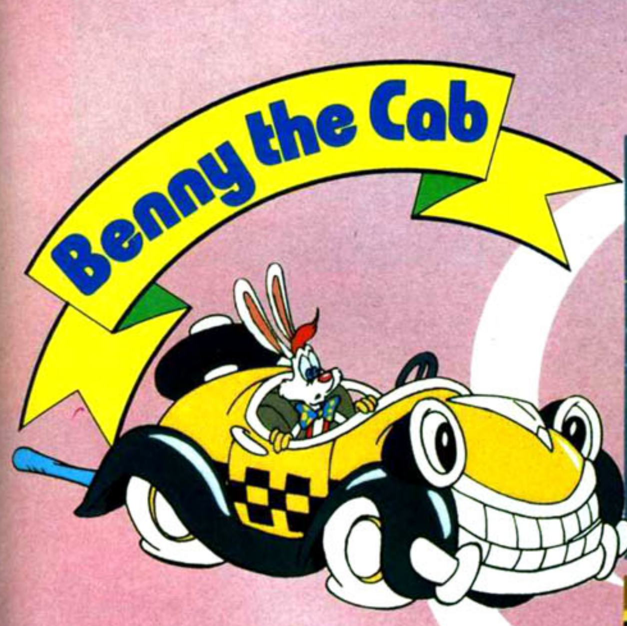


This is Eddie's office. When you leave, be sure to talk to people. They can be very helpful in knowing where to search.

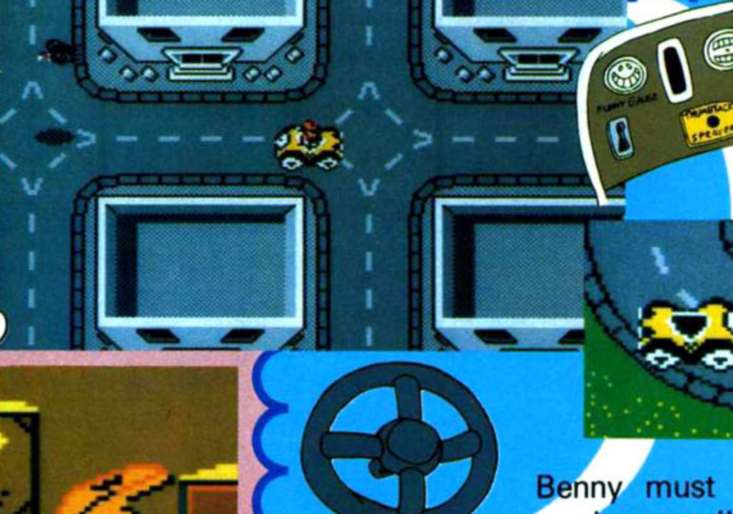




Find weapons, tools, and other special items all over the city. You'll need everything you can find to solve this case, but knowing where and how to use the items will call for some real detective work. Fortunately, you're a detective.



It's a big city, but you can cross it in a hurry by riding in Benny the Cab. If you should find him, just move next to him and press Select. Then, it's A for accelerate and B for brake. Benny has an R.C. Pro-Am feel and only Benny can take you through the tunnels that lead to the hills and to Toontown. If the weasels are chasing you on foot, you can drive over them.



If you have the whistle, you can call Benny by going to the middle of the street and pressing B.

Benny must stay on the road, so you'll have to get out and search the hills on foot. However, Benny will stay put, so remember where you left him. Driving Benny is a quick way to cover a lot of road. But, look out for those wacky weasels in their paddy-wagon. If they catch you, the joke will be on Roger.

Overhead Map

Los Angeles is a big city—even in the 1940s. You'll need to search everywhere and keep track of where you've looked. Some places may be difficult to enter, but a good detective can usually find a way. However, there are some places even a great P.I. can't get into.

Close-up Side View



There are caves which may hold important secrets, and you'll need at least a flashlight to move through them safely. Maybe you'll be able to buy one or another important item in the shop.



In the close up view, you can talk to people by facing them and pressing A. Move to a search area, face UP, and press A to search.



The Weasels

You'll constantly have to be on guard against those notorious weasels. Fortunately, in the overhead screen, an alarm will sound whenever they are nearby. However, in the close-up screens, Psycho will be able to sneak up on you. Judge Doom has sent the weasels to capture Roger and they don't mind putting the muscle on a hard-working gumshoe who's just trying to do his job.

In the overhead screens, the weasels are lurking everywhere. If they catch Roger, Smartguy and Stupid will boastfully ask him the set-up question to a joke.

Psycho is just too psycho to know when to stop, but several items will work against him. Experiment with them to find out which ones are best.

PSYCHO

Select the correct punchline before time runs out and the weasels will laugh so hard that Roger can escape.

STUPID

SMARTGUY

Hey, I'm not just "drawing interest." I have a clue.

Both Jessica and Delores hold a clue. However, finding them and learning the clue may not be as simple as all that. You'll need all your detective skills and a lot of luck to find the Will and protect Roger and Jessica from Judge Doom, while staying out of the slammer.



IRONSWORD™

The shadow of Malkil once again darkens the land...

Though defeated once by Kuros, the evil Wizard Malkil is back with a new scheme and the help of some powerful allies. Through dark sorcery, Malkil has harnessed the four Elementals: Earth, Wind, Water, and Fire. He will use them to accomplish his evil purpose unless Kuros can stop him, and that means stopping the four Elementals!





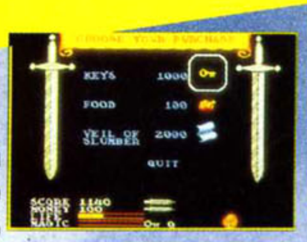
Action and Adventure Await!

You are Kuros, last of a warrior breed and the Kingdom of Sindarin's only hope for lasting peace. You must travel to the ends of the kingdom in search of the four pieces of the ancient Iron-Sword, and then use it to defeat Malkil once again. To ensure your success, enlist the help of the four Animal Kings, and hurry. Good luck, and god-speed.

SHOP



Increase your energy with food, buy keys, or gamble with the shopkeeper to gain money quickly.



Buy keys and food.



Play the bones

SPELL





Asp Tongue Spell



Dragon Tooth Spell



Silver Fleece Spell

Swordsmanship alone will not bring Kuros victory. He will have to master many spells as well to defeat Malkil.

WEAPON



Kuros must find and use the Sword, the Diamond Sword, or the Axe, until he finds the four pieces of the Ironsword and assembles it.





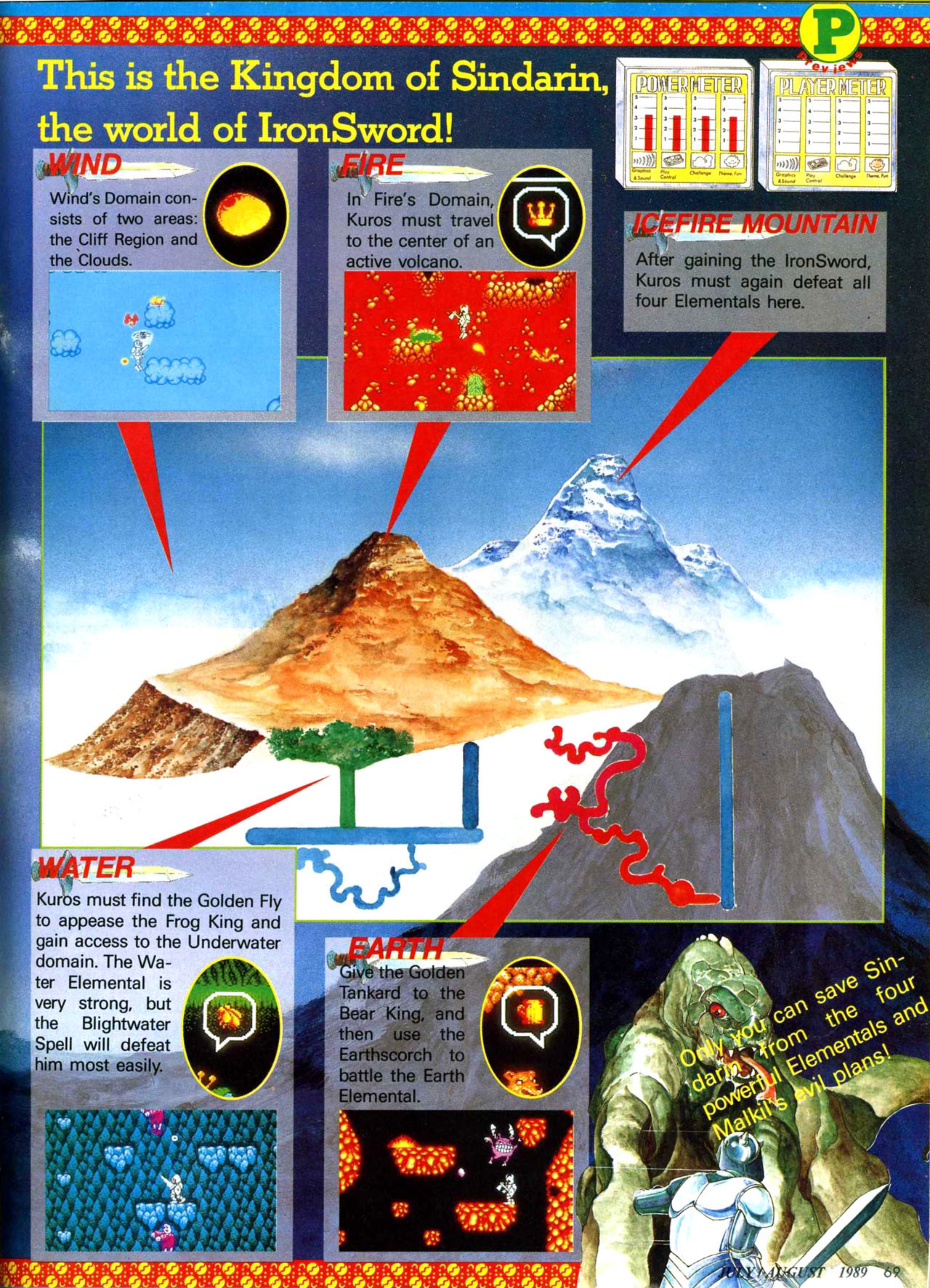
Find A Helmet and a Shield as well.

IRONSWORD!

Only the IronSword can harm Malkil.



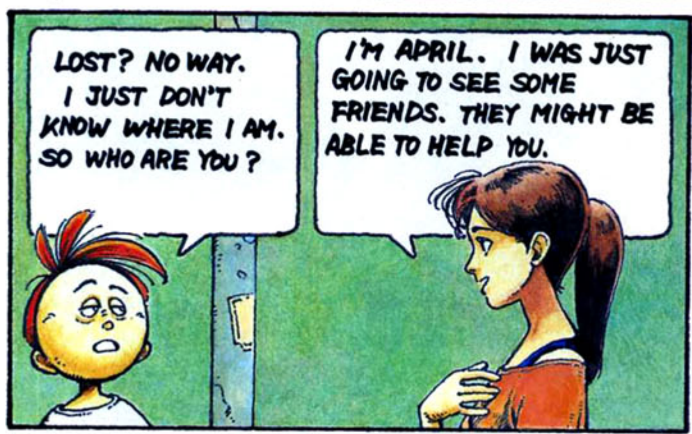
You are Kuros, The Greatest Warrior in all Sindarin.


P
Previews
This is the Kingdom of Sindarin, the world of IronSword!
POWER METER
PLAYER METER
Graphics & Sound
Play Control
Challenge
Theme, Fun
WIND
Wind's Domain consists of two areas: the Cliff Region and the Clouds.
FIRE
In Fire's Domain, Kuros must travel to the center of an active volcano.
ICEFIRE MOUNTAIN
After gaining the IronSword, Kuros must again defeat all four Elementals here.
WATER
Kuros must find the Golden Fly to appease the Frog King and gain access to the Underwater domain. The Water Elemental is very strong, but the Blightwater Spell will defeat him most easily.
EARTH
Give the Golden Tankard to the Bear King, and then use the Earthscorch to battle the Earth Elemental.
Only you can save Sindarin from the four powerful Elementals and Malkil's evil plans!
JULY/AUGUST 1989 69

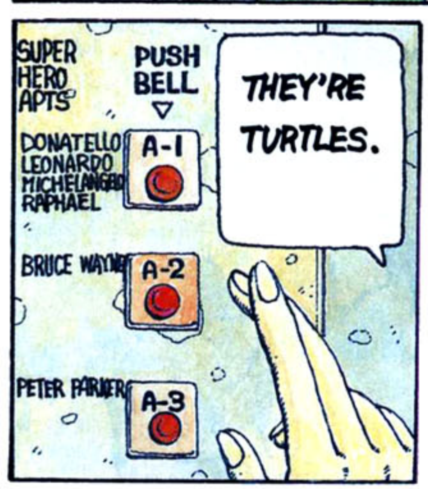


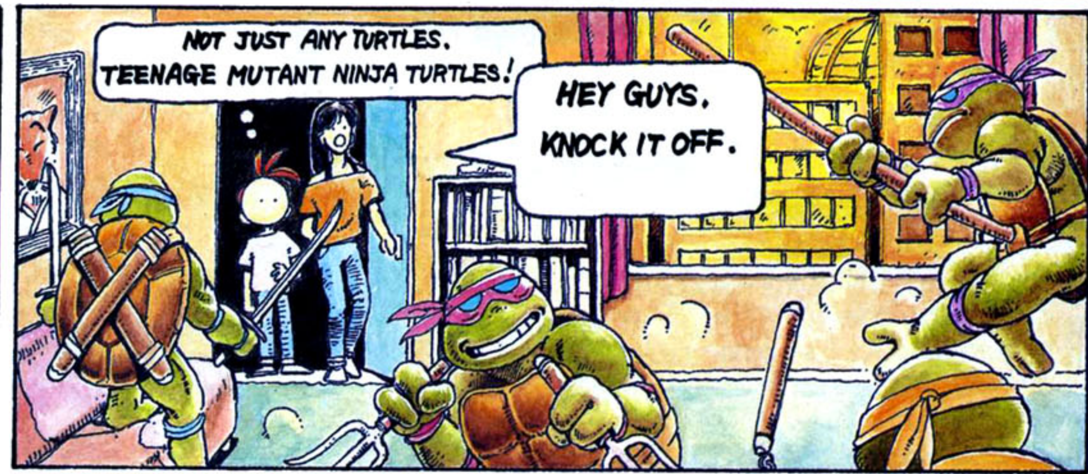
HOWARD & ~~NESTER~~ NESTER

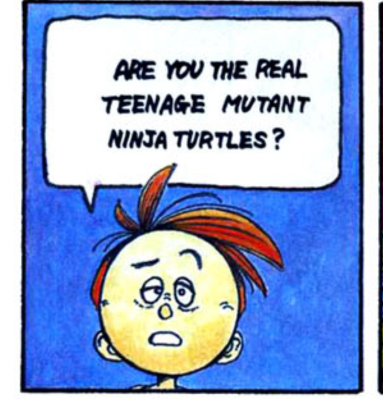










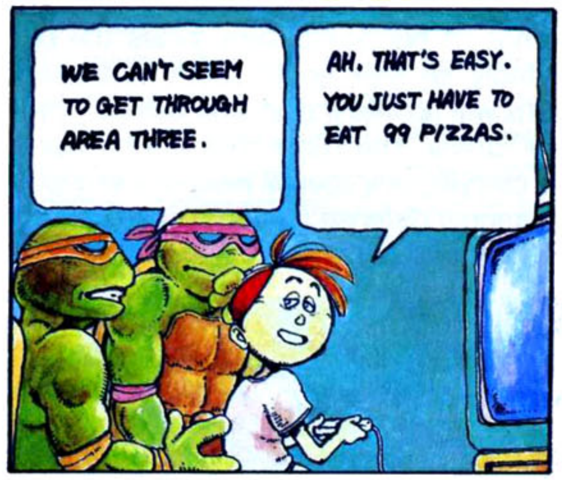


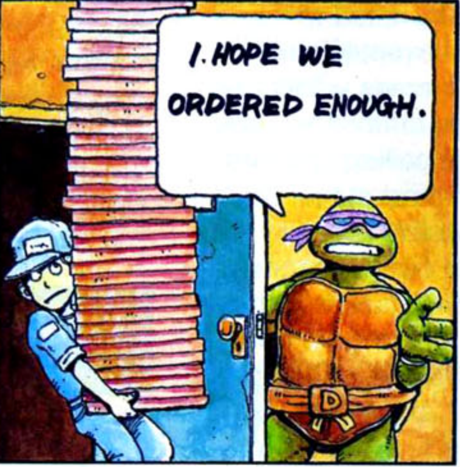




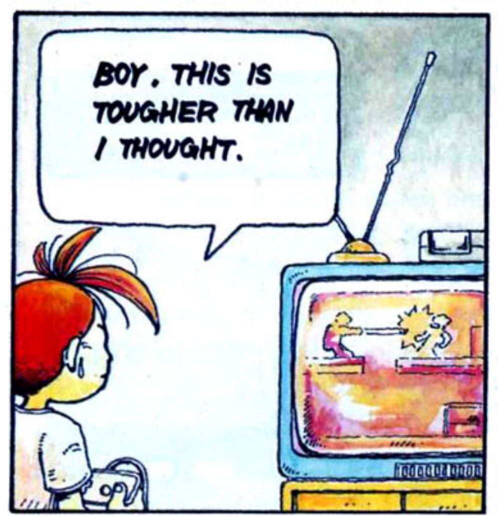

SAY, AREN'T YOU NESTER-- THE GREAT VIDEO GAME PLAYER?
MY FRIENDS SIMPLY CALL ME NESTER THE GREAT.

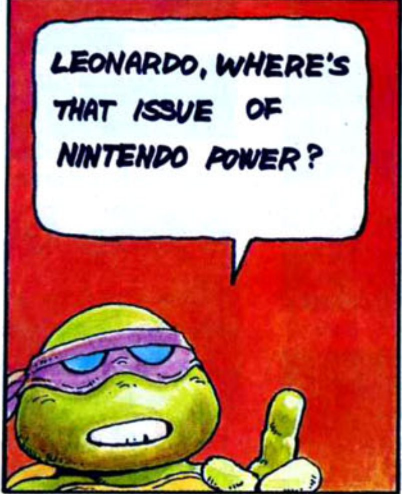

SO YOU PROBABLY KNOW ALL ABOUT OUR NEW TEENAGE MUTANT NINJA TURTLES GAME.
I WROTE THE BOOK ON IT.

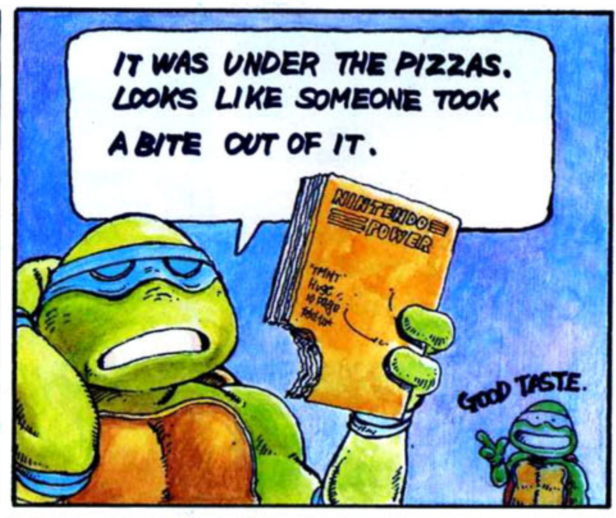

WE CAN'T SEEM TO GET THROUGH AREA THREE.
AH. THAT'S EASY. YOU JUST HAVE TO EAT 99 PIZZAS.

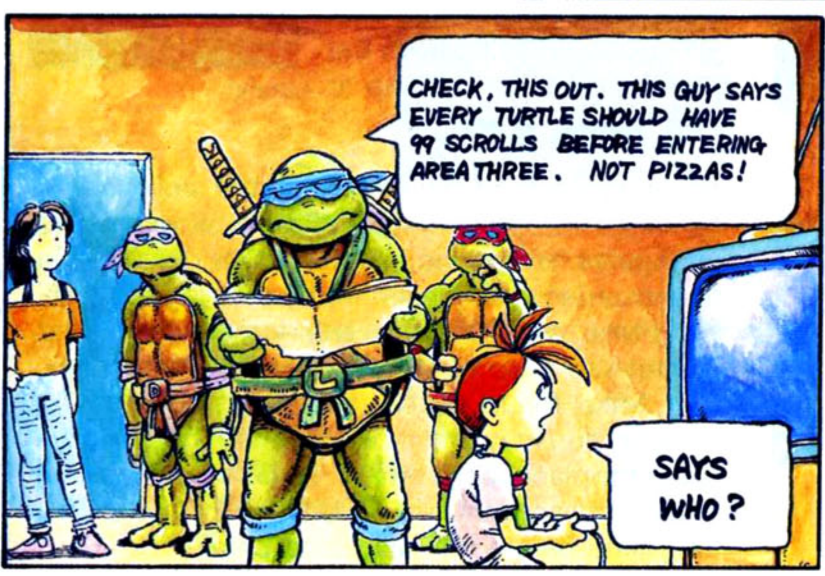

I HOPE WE ORDERED ENOUGH.

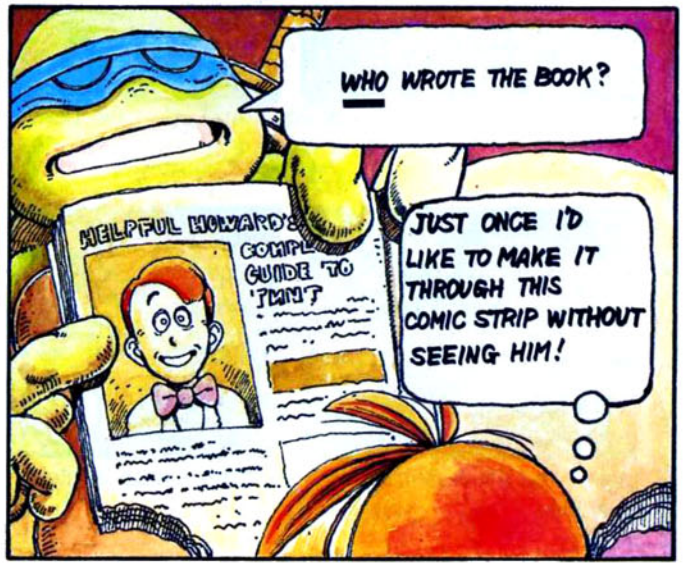

MUCH
I LOVE THIS GAME.
CHOMP
MMM
BURP


BOY, THIS IS TOUGHER THAN I THOUGHT.


LEONARDO, WHERE'S THAT ISSUE OF NINTENDO POWER?


IT WAS UNDER THE PIZZAS. LOOKS LIKE SOMEONE TOOK A BITE OUT OF IT.
NINTENDO POWER
GOOD TASTE.


CHECK, THIS OUT. THIS GUY SAYS EVERY TURTLE SHOULD HAVE 99 SCROLLS BEFORE ENTERING AREA THREE. NOT PIZZAS!
SAYS WHO?


WHO WROTE THE BOOK?
HELPFUL HOWARD'S COMPL GUIDE TO TMNT
JUST ONCE I'D LIKE TO MAKE IT THROUGH THIS COMIC STRIP WITHOUT SEEING HIM!

CLASSIFIED INFORMATION

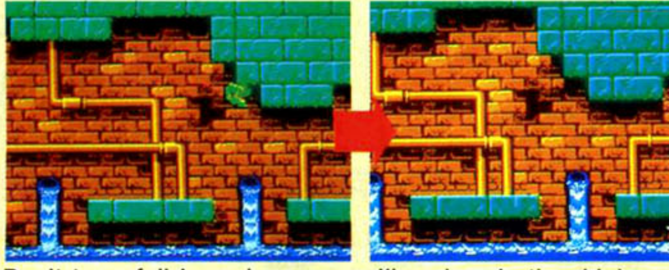


From Agent #013

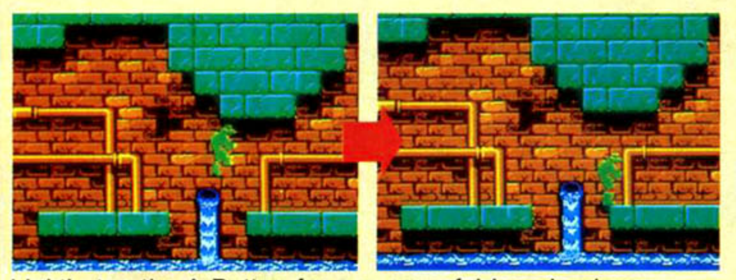
Jump Control

Our investigations in the sewers have led to some super tips with the Turtles. As these reptilian rabble rousers often find themselves in areas where the ceiling is very low, it is sometimes difficult to jump long distances without hitting the ceiling and ending up with a short jump. In the third stage, there are a few points where it is impossible to get to the other side if your Turtle jumps at his full capacity. This makes it necessary to jump shallower by tapping the A Button very lightly. Jumping with less intensity will give more length and less bounce for your Turtle. If you have the NES Advantage, your character should make these jumps with the Turbo activated. This will result in a short and accurate hop.





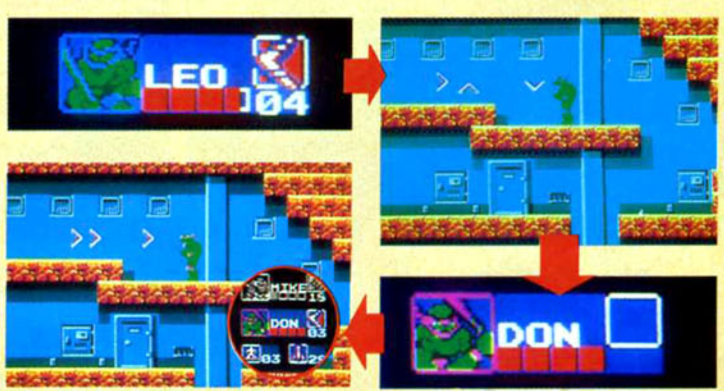
Don't try a full jump here or you'll end up in the drink.



Lightly tap the A Button for a successful leap in close quarters.

Throw it, Catch it

The Boomerangs have incredible cutting power and long range which makes them very useful items for our heroes to carry. Weapons experts have investigated the availability of the Boomerangs and have found that, while they are sometimes hard to find, the Turtles can share the Boomerangs with each other. If one of the Turtles has Boomerangs in his possession, press the B Button repeatedly so that up to three of these strong weapons will go into the air, and before they return, switch Turtles. The Turtle that you choose should not be carrying any special weapons except for his own personal defense so that he can catch the Boomerangs that his comrade sends flying.



Toss the Boomerang and switch Turtles to receive.

Step Over

When the gap between two ledges is only the width of one brick and the ceiling is Turtle height, an attempted jump will result in a sure fall. In this case, your Turtle of choice should just try to step over the gap instead of leaping. He can walk across. Avoid stopping in the middle, and he'll make it easily!



Come Back

The inhabitants of the sewer and the surrounding buildings have varying strengths and weapons, and our agents have found that the Turtles may be able to encounter weaker enemies by entering and exiting these areas. When entering an area and encountering some of the angrier antagonists, Don, Mike, Raph, or Leo can go outside and then re-enter. You may find that weaker opponents have taken the place of the others. This is very important to take into account when you know that it will be a long time before the next pizza break.





■ From Agent #612

● Bonus Ships

In a variation of a code that our agents have found for several Konami games, we have discovered a procedure which will greatly aid you in your mission to free the planets from Gyrusian forces. This code will award you with several extra chances to defeat enemy armies. As soon as the title screen appears, press the A Button then press the B Button and, on the Control Pad, press Right, Left, Right, Left, Down, Down, Up, Up and then press Start. The "Play Select" option will show on the screen. Quickly choose either Attack Control A or Attack Control B and press the Start Button again. Instead of the usual four remaining fighters on the lower-left corner of the screen, there will be seven fighters and this number will not go down until you have gone through several ships. Experts have determined the number of bonus fighters received from using this code to be about 30.





Press A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start. Then press Start again for a big bonus.

■ From Agent #067

● Risk-Free Rescue

Save the people of the planet Colura and collect an impossibly high score with a completely indestructible space-age rescue bike. The enemy intruders will be no match for this souped-up cycle. With Controller II, when the title screen appears, press and hold the A and B Buttons and Left on the Control Pad. With Controller I, press Up, Up, Down, Down and then press Start. Your cycle will be unbeatable!



With this code, your bike will be invincible.

If you would like to increase the challenge of your citizen-saving mission, hold the same buttons on Controller II, hold the A Button on Controller I and press Start.



Easy



Difficult

Calling all agents?

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

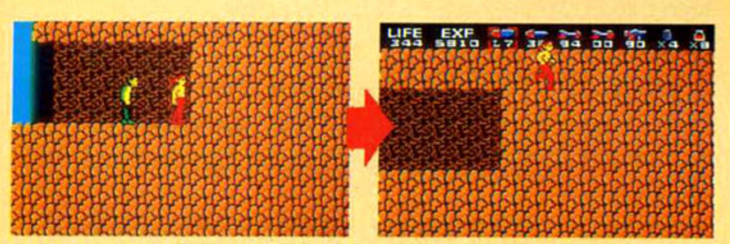


RAMBO

■ From Agent #721

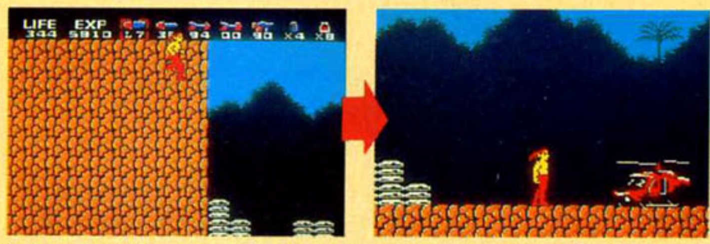
● Shortcut

The most challenging part of Rambo's mission comes when he must defeat the amazing Flying Fortress, as it has very strong defenses. With a newly discovered shortcut, this furious fighter can completely bypass the Flying Fortress. Our agents have discovered that the last P.O.W.'s cell has a hidden exit. When Rambo meets up with this character, he must first break the wall and enter the cell, making sure that the top block of the wall remains. Then he must walk out of the cell, turn around and walk back into the cell with the P.O.W. following him. When Rambo stops at the right wall of the cell, the P.O.W. should be about three blocks behind Rambo. Press the A Button quickly and repeatedly, and press Left and Right on the Control Pad so that Rambo jumps and hits his head against the different parts of the ceiling.



Jump repeatedly so that Rambo will work his up way through the wall.

Eventually Rambo will work his way up through the ceiling and to the right through the wall. When Rambo is going through the wall, he must continue jumping so that he doesn't fall back into the cell. When he escapes to the other side of the wall, Rambo will be able to enter his helicopter and take off!



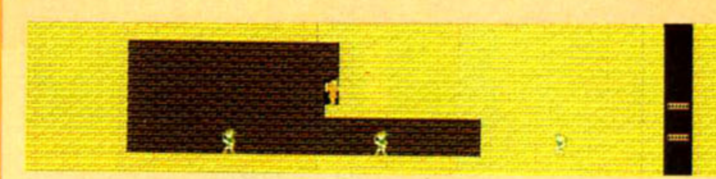
When Rambo goes all of the way through the wall, he can escape!

ZELDA II THE ADVENTURE OF LINK™

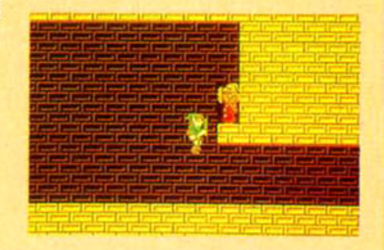
■ From Agent #710

● Walk Through Walls

The last palace that Link must conquer to free the princess from her sleep has many mysterious elements. Investigations in this palace have led to the discovery of a number of hidden rooms where valuable Magic bottles can be found. On his way to meet the challenges in the deepest parts of the palace, Link will be able to fill his Magic completely in these few important locations. The palace includes a number of elevator shafts that take more than one screen to complete. After Link has descended or ascended an entire screen length and he appears at another full screen of the elevator shaft, he may be able to find a hidden passage in the wall here. In the center of the screen, he can work against the wall to the left or right and he may be able to actually go through the wall and go in to a hidden room. Here, Link will find a statue that will either come to life or produce a Magic bottle when hit with the sword. If the statue comes to life, Link can defeat it, leave the room and come back for another try.



Go down one full screen and work your way through the wall to find a hidden room.



Agents have also found that if Link moves to the left after coming down from the last elevator, he'll invariably find a Magic bottle in one of the blocks in the wall.

COBRA Triangle

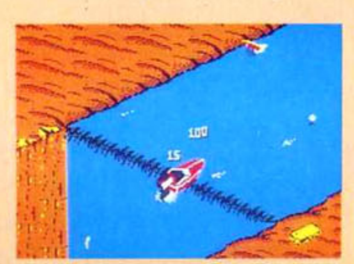
■ From Agent #414

● Tread Water

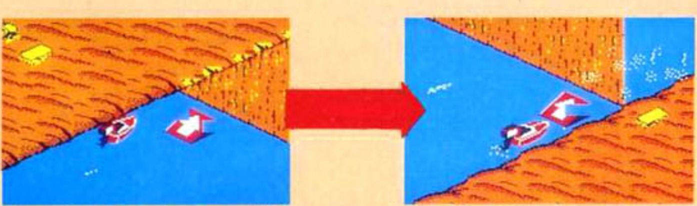
Our agents have developed some prize winning maneuvers for this high tension speed boat race. As the Cobra Triangle crosses the finish line and it becomes airborne, spin as many times as you can for 1,000 points on every rotation.



Also, you can master the Waterfall event and collect tons of additional points if you perfect the technique of working with the current. By doing this, your boat will be able to stay in one place and wait for just the right moment to move on. After you have crossed a the gap between two waterfalls, drop back and let the current take you to the very edge. Accelerate against the current just enough to keep from going over the waterfall. The longer your boat hangs over the edge, the more bonus points you will receive.



Crossing the gaps between waterfalls and catching the moving ramps at the right time is a challenging maneuver. By perfecting the technique of staying in one place against the current, you should be able to cross the gaps every time. Stall on the left side of the river with your boat going against the flow until the ramp moves all of the way to the left. Then open the throttle, swing around in a counter-clockwise U-turn and hit the ramp on the right side. Good luck!



Stay in one place until the ramp is on the left side. Then swing over to the right and let it fly!

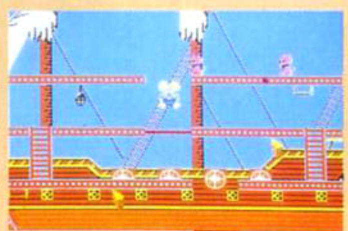
MAPPY-LAND

■ From Agent #317

● Bonus Stages

Get an extra high bounce into an item filled Bonus Round in this crazy chase for cheese. In Stages 1-2 and 1-5 there are hidden areas that have an abundance of special items up for grabs. To enter the Bonus Stages, you cannot already be carrying any special items. Both Stages 1-2 and 1-5 have Trampolines that are raised at least a floor above the ground. To get to the Bonus Stages, bounce three times on the raised Trampolines. On the third bounce, your character will be sent high into the air to collect as many items as he can.





Bounce three times here without any special items to send your character into a Bonus Round.



■ From Agent #410

● Safe Spot

Just a quick note on a game we mapped out last issue. Our investigations have led to the discovery of a safe spot when going after the Cruiser Tetron at the end of Stage Three. If you have Options, float under the jaw of this huge beast and let the Options do the work!

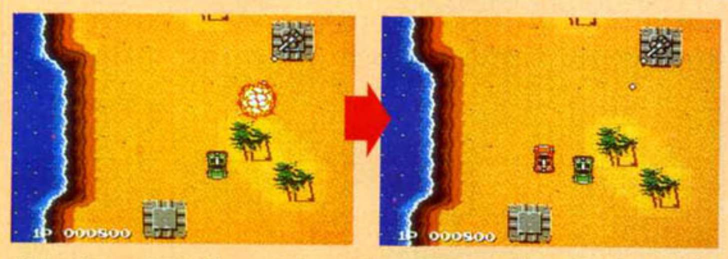




From Agent #102

Second Chance

After being defeated on a two-player mission in this tough terrain, you'll have a second chance to fight alongside your partner, if he or she doesn't mind giving up a Jeep. Once all of your Jeeps have met with an untimely end and your partner is still playing with at least one Jeep in reserve, press the A and B Buttons at the same time. Your partner will lose one Jeep, and you will be back in business! Try this technique with Konami's Life Force as well.



Transfer a Jeep from your partner by pressing the A and B Buttons when your last Jeep is gone.

Extra! Extra!

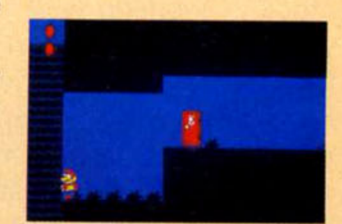
Our agents have heard that you may be able to use this technique to earn an amazing number of extra players. Try pressing the A and B Buttons just as your partner is being defeated for the last time. There's a chance that he or she may continue with hundreds of extra players. Your timing must be perfect to make this work!

SUPER MARIO BROS. 2

From Agent #020

Extra Coins For Experts

Secret agents in Sub-Con have uncovered a coin-producing operation that could result in your character receiving a huge amount of extra lives with the "Bonus Chances," if you have perfected the timing of the machine. It works best if you have a fair amount of extra lives already. In Stage 5-1 there is an area with five clumps of grass and a steep cliff. Collect the Potion and use it here. After you have pulled up the grass and collected the five coins, let your character dive off of the edge while still in Sub-Space. You will lose a life and begin again at the start of Stage 5-1. Repeat this maneuver until you have only a few lives left and go on to the end of the stage. The point of the trick is that if you lose a life in Sub-Space, you'll be able to collect coins in Sub-Space more than the usual two times.



Drop off this cliff in Sub-Space to continue coin production.

The Bonus Chance characters go by the window in a definite pattern. With some practice, you may be able to develop the timing to press the button just as the character that you are after is passing. If you have mastered the timing, the above maneuver will be especially useful.



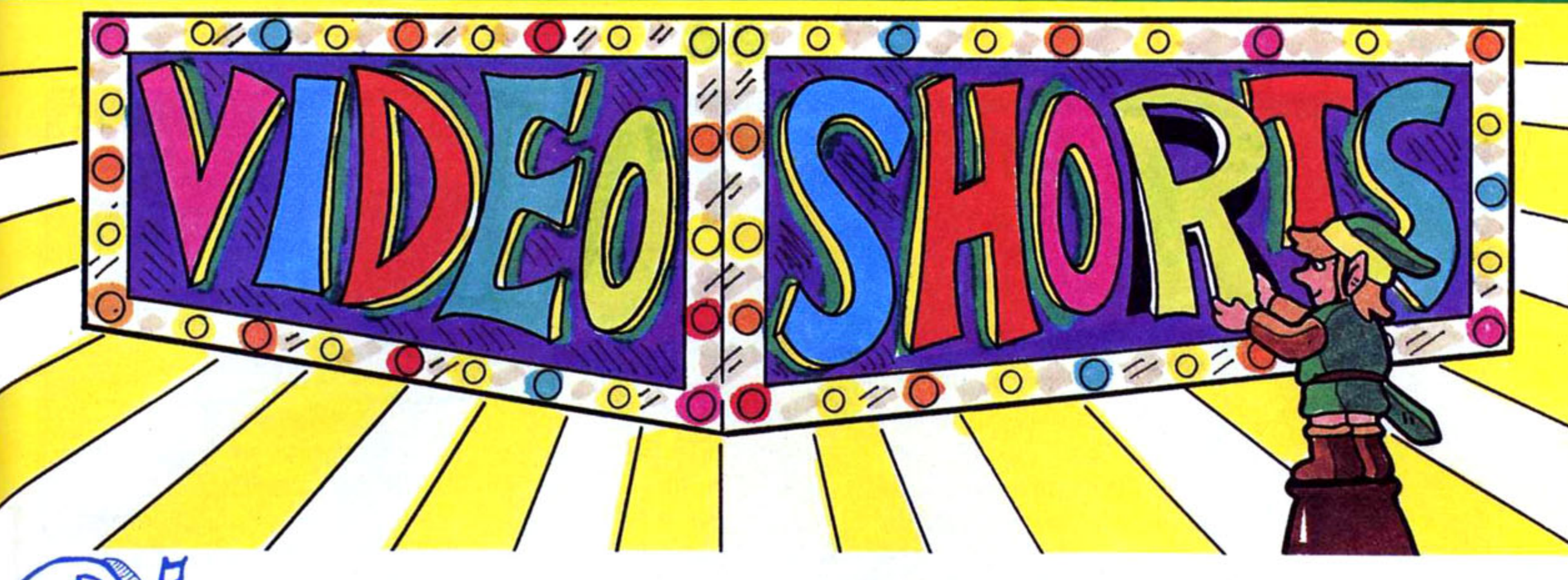
From Agent #067

Single Out The Enemy

Our scouts in Hyrule have discovered that Link can greatly reduce conflict in the Overworld by defeating all but one enemy in a given screen. If Link leaves a single Moblin, Tektite, or other such foe in the area then just that one enemy will reappear every time he returns. This way, our adventuring hero will avoid the possibility of having to defeat an entire group of foes every time he returns to a particular section of Hyrule. Don't let Link defeat the one remaining foe, though, or several may appear next time!



Leave one enemy on the screen in each section.





BAD DUDES™

from DATA EAST



When close to an enemy, a good swift kick will stop him in his tracks.



When not close enough to kick, try to punch your enemy.



When surrounded by enemies, a spin kick is a good idea.

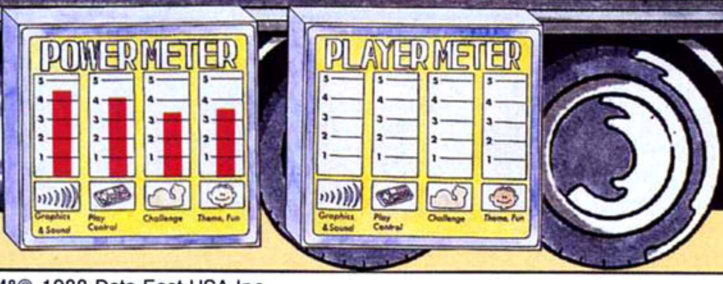


Pressing down to duck could save you some hit points.



Pick up the clock to gain precious time.

The President is missing; kidnapped by the notorious Dragon Ninja. This mission calls for a subtle penatration of the Dragon Ninja's forces by a limited special assault team, the Bad Dudes. Unlike the arcade version, this translation to the NES has two-player alternate play and different graphics. Take on the Dragon Ninja's Henchmen, Samarai, and Super Warriors with old-fashioned brawling and street smarts. Punch, kick, duck, jump, and spin kick your way through the city, forest, and caves, on trucks and trains, and in the sewers and factory. You must reach the President before he can be spirited away on the Ninja's waiting helicopter. Pick up special items along the way and use the handy continue feature to assure your success.





Beware the first super warrior. Avoid his damaging fire breath.

THE ADVENTURES OF TOM SAWYER™

from SETA USA

POWER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

PLAYER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

In a one-room schoolhouse in Hannibal, Missouri, sits young Tom Sawyer, daydreaming of colorful adventurin' up and down the Mississippi River. Armed with only rocks and his trusty slingshot, Tom braves six unique stages of pirates, octopi, alligators, punk monkeys, ghosts, dragons, and other challenging hazards in order to rescue sweet Becky Thatcher from the clutches of Tom's archenemy, Injun Joe. Player Two, Huckleberry Finn, is also able to use the cool continue feature. And we're going on record as saying that reading the actual American classics by Mark Twain will really enhance your enjoyment of this adventure.

Pirates is always mean, but them seagulls overhead can be real nasty, too.

This here's Nuraklus. He's whatcha call a oct-er-pus . . . and he's a bad 'un.

Guide me down this here trech-erce river. Like always, A for jumpin'; B for shootin'.

GUERRILLA WAR™

from SNK

Lead a struggling revolution to turn the tide against a cruel dictator. Starting with your machine gun, overpower his forces and free the prisoners. Travel through jungle and city to make your way to the king's palace/fortress for a final confrontation. Defeat the enemies' sophisticated hardware and build your arsenal with items like bombs, lasers, and flame throwers. Play in simultaneous two-player mode and use the terrific continue feature for an easier mission.

An empty tank will say "IN." Get close and press A to take control.

Take out the truck with grenades or it will continue to bring men.

Grab the "F-mark" and receive a flame thrower. Other letters give different weapons.

Free a prisoner and receive 1000 points.

POWER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

PLAYER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun



DEFENDER OF THE CROWN™

from ULTRA

The fate of all England depends upon your strategy. Choose your path carefully and wisely.

When jousting, mere inches in the aim of the lance will determine victory or disgrace.

Fie, those be Norman varlots scaling your castle walls. Aim your crossbow true.

Forsooth, good Power Players. 'Tis the year 1149 and proud mother England is suffering in the wake of a terrible civil war. The king has been assassinated, the crown is missing and now Saxons and Normans vie for territory to see who can become the new King of England. Select from four brave knights with different characteristics. Decide your strategy and make raids, storm castles, call for a jousting tournament, build your army, seek the aid of Robin of Sherwood Forest or simply wait for a better turn of events. However, this is not a time for idle souls. It may happen that your own castle will come under seige or that a fair damsel will need your swordsmanship to come to her rescue. This colorful role-playing adventure will present a good challenge for the experienced Power Player.

POWER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

PLAYER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

Shoot the overground terrain to uncover secret passages

When the group is together, move across the arrows to change positions.

Guide the mighty knight, Rayjack, Kaliva the magician, Balusa the monster, and Toby, the kid thief, through strange and unusual lands. Fight bizzare and frightening creatures. Pick up special items and uncover secret underground passages. Advance the adventurers far enough and they will be able to travel together. Then rotate their positions to make them most effective. Take up the gauntlet; the challenge awaits.

POWER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

PLAYER METER — Graphics & Sound, Play Control, Challenge, Theme, Fun

KING'S KNIGHT™

from SQUARE


TO THE EARTH™
from NINTENDO
TM Nintendo of America Inc.
The year is 2050. The ruthless Ragossians have invaded Earth with a deadly bacterialogical weapon which threatens to destroy the human race. You are on the return portion of your mission to retrieve an anti-bacterialogical antidote from the Neptune allied force base, Triton. Use your Zapper and precision aim to get through the Ragossians' cordon which surrounds Earth. You'll need nerves of titanium and the reflexes of a Targothian panther as the invaders attack you at warp speeds. However, your concentration must be at its peak when taking on the major sentries at the end of each of the four missions.
The display panel shows from left to right: your energy, score, and number of ships left in your squadron.
POWER METER
PLAYER METER
Shoot the hourglass for more time.
Try not to run out of bullets or time in any of the stages. Make your shots "Count."
©1985 Nintendo® Zapper™
SHOOTING RANGE
The Party mode will really test your reflexes and accuracy.
Several play options create lots of variety in this colorful new Zapper game by Bandai. Player number allows for up to four players in alternate play sequence. Choose either the Normal three stage mode or the Party mode. In the Normal mode, go from a western desert setting to a haunted house to the far reaches of a planet teaming with aliens. After two stages, you'll get a bonus stage where you can really rack up the points. Three skill levels and a continue feature add even more options to give you just the right amount of challenge. The Party mode looks like a carnival shooting range and is a good place to practice your aim and learn your hit ratio.
POWER METER
PLAYER METER
from BANDAI
SHOOTING RANGE™
TM&© 1989 Bandai America Inc.



SESAME STREET ABC™

from HIGH-TECH EXPRESSION

POWER METER: Graphics & Sound, Play Control, Challenge, Theme, Fun

PLAYER METER: Graphics & Sound, Play Control, Challenge, Theme, Fun

The world's most lovable neighborhood is coming your way with another terrific game by High-Tech. Those wonderful Muppets are combining two main games in one Game Pak. In Letter-Go Round, Ernie, Bert, Big Bird, and Grover use a big carnival Ferris wheel to teach you the alphabet and spelling. There are six different games in Letter-Go-Round to give just the right challenge. Ernie's Big Splash has Ernie in the bathtub, but without his Rubber Ducky. In this cute problem-solving challenge, you must create a novel pathway to get Rubber Ducky to Ernie. Very well done, High-Tech! P.S. Happy twentieth birthday, Sesame Street!

Select the right letters from the Ferris wheel and you'll ring the bell

Use Oscar the Grouch, Cookie Monster, or other friends to help move Rubber Ducky along.

ADVENTURE OF DINO-RIKI™

from HUDSON

Back in prehistoric times, when dinosaur creatures ruled the planet, a young caveman named Dino-Riki decides to conquer the land to establish mankind's future in this savage world. Finding weapons of increasing power and special items, Dino-Riki must overcome hordes of little creepies and swarms of little buzzies. However, the greatest challenges are the Tyrannosaurus, Triceratops, Giant Cobra, Pteranodon, and worst of all, the Monster Fly. However, there are special items which will allow Dino-Riki to fly or give him speed. There is also an item which allows him to turn into Macho-Riki, a powerful super-caveman. But be careful; it's a jungle out there!



Shoot the right flower and get a heart to give Dino-Riki more energy.



Jumping the giant water pads is tricky and will take practice, so don't give up.





NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943

Ken Miner ▶	Buena Park, CA ▶	2,420,300
John Hill ▶	Columbia, SC ▶	2,403,000
Beau Mills ▶	Rye, NY ▶	2,248,500

Bionic Commando

Danny O'Boyle ▶	North Olmstead, OH ▶	Finished
David Moore ▶	Hammond, IN ▶	Finished
Eric & Mark Sebasta ▶	Overland Park, KS ▶	Finished
Hilo Iuchi ▶	Gardena, CA ▶	Finished
Jason Altschul ▶	Evanston, IL ▶	Finished
Jay Kelly/Scott Eaton ▶	Napa, CA ▶	Finished
Jeff Wershiner ▶	Brookeville, MD ▶	Finished
Jeremy Lawrence ▶	Orlando, FL ▶	Finished
Mike Fletcher ▶	Midland, TX ▶	Finished
Tony Biagini ▶	Jacksonville, FL ▶	Finished

BLASTER MASTER

Brian Borton ▶	Seattle, WA ▶	Finished
Jerry Nakae ▶	Beaverton, OR ▶	Finished
John Marcella ▶	Langhorne, PA ▶	Finished
Winfred A. Ross ▶	Littleton, CO ▶	Finished

BOMBERMAN

Tony Stevens ▶	Rexburg, ID ▶	999,999,400

BUBBLE BOBBLE

Jonathan Dao ▶	West Covina, CA ▶	1,068,000
Anthony Law ▶	Van Nuys, CA ▶	1,055,360

GALAGA

Randall Mangum ▶	San Antonio, TX ▶	608,930

GHOSTS 'N GOBLINS

Matt Hahn ▶	Saratoga, CA ▶	3,965,090

GOLF

		Score	Strokes
Alex Vaishville ▶	Santa Clara, CA ▶	−22	50
Roland F. Harbour Sr. ▶	Pawtucket, RI ▶	−22	50

GRADIUS

Jamie Clark ▶	Virginia Beach, VA ▶	9,999,990
James Musson ▶	O'Neil, NE ▶	9,999,990

GUN.SMOKE

Brian Lamb ▶	Orlando, FL ▶	999,990
Johnny Pace ▶	Wasley, SC ▶	999,990
Matthew Ciccati ▶	San Diego, CA ▶	999,990

GYRUSS

Matt Eastwood ▶	Overland Park, KS ▶	465,650

JACKAL

Maurice James Bajcz ▶	Lyndora, PA ▶	999,910
Karl Friedenberger ▶	Altoona, PA ▶	806,620

KARATE CHAMP

Byron Kerford ▶	Oklahoma City, OK ▶	999,900
Donnell Dukes ▶	Inkster, MI ▶	999,900

KID ICARUS

Chris Bar ▶	Salem, OR ▶	9,999,999
Donald Reynolds ▶	Long Beach, CA ▶	9,999,999
Francis Kasper ▶	Middletown, PA ▶	9,999,999
Herman Lee ▶	Overland Park, KS ▶	9,999,999
Nina Richie ▶	Louisville, KY ▶	9,999,999
Robert Konkel ▶	Webster, MA ▶	9,999,999

KID NIKI

Paul Hickey ▶	Larchmont, NY ▶	1,001,800
Johnny Overall ▶	Oceanside, CA ▶	999,500

LEGENDARY WINGS

Peter Otta ▶	Big Bear Lake, CA ▶	7,710,000
George Burge ▶	Santa Ana, CA ▶	6,773,200

LIFE FORCE

Jason Rubenstein ▶	Lake Villa, IL ▶	9,999,990
Jeremy Carter ▶	Woodland, WA ▶	9,999,990

MAG MAX

Devin Barnum ▶	Mesa, AZ ▶	604,300

MEGA MAN

Sherry & John Bear ▶	Las Vegas, NV ▶	9,999,900
Eddie Kisosondi ▶	Riverview, FL ▶	9,999,900

MICKEY MOUSECAPADE

Alex McClung ▶	Goshen, NY ▶	9,999,990
Mich Bolivar ▶	San Pablo, CA ▶	9,999,990

PAPERBOY

Kevin Hendrickson ▶	Grants Pass, OR ▶	115,100
Thomas Fairlie ▶	Northampton, MA ▶	111,050
Justin Ruggiero ▶	Stroudsburg, PA ▶	107,350

PLAYER'S FORUM

R.C. PRO-AM

Jesse Zarate	Lovell, WY	426,800
Hariz Kolenovic	Palisades Park, NJ	343,192
Denis Kolenovic	Palisades Park, NJ	335,093
Brian Lerner	Miami, FL	324,736
Joel Hynes	Wausau, WI	319,042

RAMPAGE

Jamey Johnson	Wartrace, TN	2,061,900
Joel Cost	Grafton, WV	2,061,900
Scott Hofmann	Collegeville, PA	2,023,500
Eric Astrup	Jamestown, ND	2,020,900

RENEGADE

Ricky Lico	Park Ridge, NJ	994,000
Scott Sullivan	Cedar Rapids, IA	802,813
Jonathan Nelson	Black Earth, WI	669,050
Michael Williams	Beaumont, TX	642,863

ROBO WARRIOR

Jeffrey Smith	Orange, CT	3,379,400
John Truong	Novi, MI	1,525,300

RUSH 'N ATTACK

Bradley Dewayne Handley	Sheffield, AL	9,999,900
Chris Bromley	Rigby, ID	9,999,990
Mike Strande	Racine, WI	9,999,990
Tom Bukowiecki	LaGrange, IL	9,999,990

SEICROSS

Robert Creal	Grand Bay, AL	2,690,600

SUPER MARIO BROS.

Andrew Brophy	New York, NY	9,999,950
Anna Thompson	Yucaipa, CA	9,999,950
Blaine Hale	Midland, TX	9,999,950
Chad Speer	Taloga, OK	9,999,950
David Mills	Kearneysville, WV	9,999,950
David Rigg	Helena, AL	9,999,950
Greg Nannery	New York, NY	9,999,950
Janet Blake	Menominee, MI	9,999,950
Tammy Murray	Poplar Bluff, MO	9,999,950
Todd Allen	Hoffman Estates, IL	9,999,950

SOLOMON'S KEY

Jef Adkins	Attica, NY	13,420,910
Nancy Lane	Bend, OR	7,518,920

STINGER

Diana Rebecchi	Hayward, CA	13,933,400
Joe Wleklinski	Glenview, IL	12,087,300
George Rodriguez	Calexico, CA	11,338,600

T & C SURF DESIGNS

Chris Mumau	Versailles, OH	999,999
Cole Kraft	Lonita, CA	999,999
Craig Sullivan	New Port Richey, FL	999,999
Daniel Delicco	Olney, MD	999,999
Jason Barnhart	Union Lake, MI	999,999

Jason Killgo	Stone Mountain, GA	999,999
John Tennant	Gainesville, FL	999,999
Mark Cooper	Council Bluffs, IA	999,999
Rob Schlegel	Allentown, PA	999,999
Scott Foster	Choctaw, OK	999,999

INDIANA JONES AND THE TEMPLE OF DOOM

Andrew Barnes	Orange Park Acres, CA	9,999,999
Michael Zimmers	Blairsville, PA	9,999,999
Tory Smith	Duncanville, TX	9,999,999

TOP GUN

Michael Stroke	Elmwood Park, NJ	9,999,990

TRACK & FIELD

Bill Wright	Seaside Hills, NJ	999,999
Breck Pittmark	Lindale, TX	999,999
Brian Dickson	Pittsburgh, PA	999,999
Charlie Peterson	Bonnie, IL	999,999
Greg Hodge	Mt. Vernon, IL	999,999
James Hradecky	Fredricksburg, VA	999,999
Jason Golden	Cottondale, AL	999,999
Jeff Shabansky	Las Vegas, NV	999,999
John Murphy	Ocala, FL	999,999
Kevin Cable	Albany, NY	999,999
Mark Kennedy	APO New York	999,999
Robby Beal	Bath, MI	999,999
Shinya Takahashi	Houston, TX	999,999

WIZARDS & WARRIORS

Byron Tuly	Cedar Rapids, IA	999,999
Jamie Peckham	Argyle, TX	999,999
Mike Pascal	Westville Grove, NJ	999,999
Trey Cave	Lakeland, FL	999,999

XENOPHOBE

Aaron Byrd/Chris Young	Dallas, TX	999,990
Adam Beasley	Salt Lake City, UT	999,990
Andy Craft	Rialto, CA	999,990
Brian Claus	Wyoming, PA	999,990
Cam Melzer	Neenah, WI	999,990
Jason Mullins	Dayton, OH	999,990
Jay Muzzo	North Haven, CT	999,990
Matt Kincade	Texarkana, TX	999,990
Michael Coyle	Rochester, NY	999,990
Mike Miller	Glenview, IL	999,990
Rick Denny	Bel Air, MO	999,990
Thomas Greene	Philadelphia, PA	999,990

XEVIOUS

Jim MacDonald	Attleboro, MA	146,410

ZANAC

Alex Fox	Federal Way, WA	94,781,080

Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733

Sorry, photos submitted cannot be returned.



GAME BOY!!

NEW COMPACT VIDEO GAME SYSTEM!

TETRIS

TENNIS

SUPER MARIO LAND

BASEBALL

ALLEYWAY

STEREO SOUND!

We told you a little bit about the Game Boy Compact Video Game System last issue. This time there's even more big news to tell. When Power Players flock to store shelves in search of Game Boy this fall, they're in for a surprise. Each Game Boy will include stereo earphones, a Video-Link Cable (for connecting two Game Boys), plus a Game Pak as part of the introductory package. Which game? Better hold on to something! It's Tetris!!!

For those of you unfamiliar with Tetris, it was created by a Russian computer whiz and is one of the most intense and compelling games we've ever played. Originally designed for computers, Tetris has already generated an enormous following among PC users. The regular NES version of Tetris is making its way to your store later this year and it won't be long before Power Players everywhere will be bitten by the Tetris bug. Game play is basic. Turn, flip, and maneuver falling geometric shapes into solid patterns. Create a complete line and it will disappear earning you big points. Cinch, right? Uh-huh. Yeah. Sure.

There are four more interchangeable cartridges already announced by Nintendo for Game Boy as well as accessories which include a rechargeable battery, AC adapter and a carrying case. Licensee titles are yet to be announced. Game Boy should start appearing on store shelves in early September.



DOUBLE DRAGON II

Yet another arcade blockbuster comes home to the NES. Acclaim's Double Dragon II follows Billy and Jimmy Lee on their mission to rescue Billy's girlfriend. Yes, we know Jimmy was a villain before and pleeeee-ease don't write us asking for plot continuity here. Just trust us. Look for hand grenades, fires bombs, and the "Cyclone Spin Kick." However, the big news with Double Dragon II is TWO-PLAYER SIMULTANEOUS PLAY!! You and a friend can tackle this mission together.

WE ARE TALKING 2-PLAYER SIMULTANEOUS PLAY!!

Gossip

BIGFOOT

One of the most requested game ideas has been monster truck events, and Acclaim is delivering with Bigfoot. Watch for tractor pulls and mud races, overhead and side views, mud, water, rams, crashes, crushes, and of course, Bigfoot, the most famous monster truck of all time. Should be crunching your way later this year.

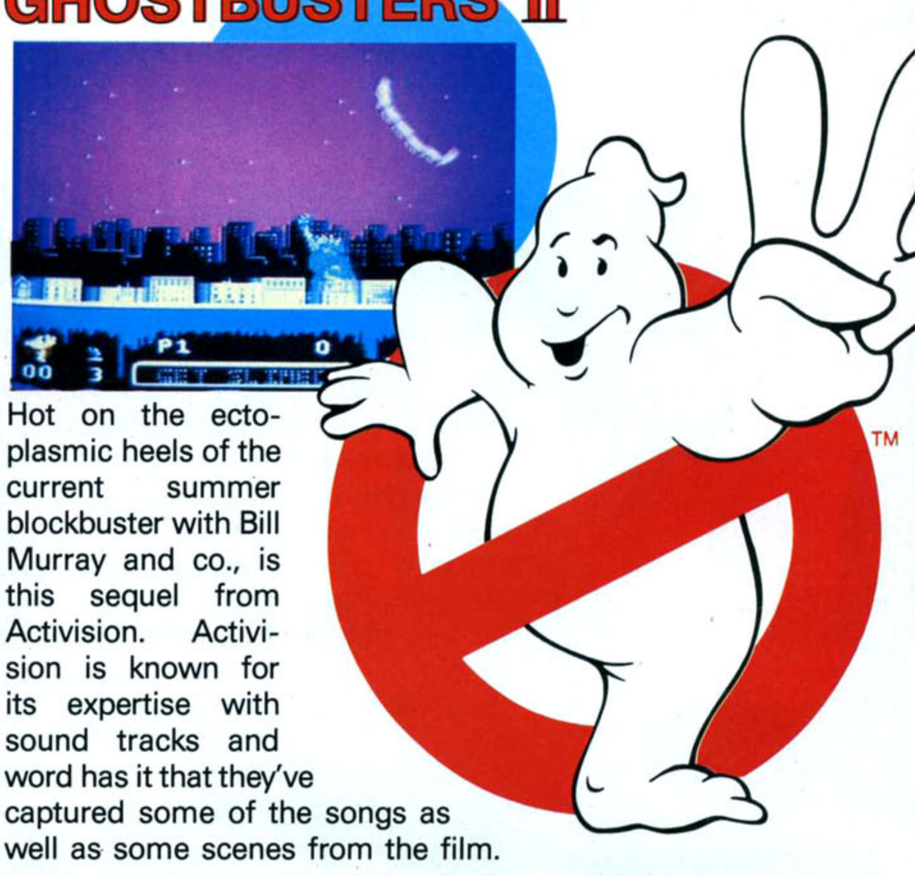
TERMINATOR



Cast your peepers on these cool screen shots we managed to get hold of. Sun Corp is preparing to unveil Terminator and we'll keep you posted as we learn more.

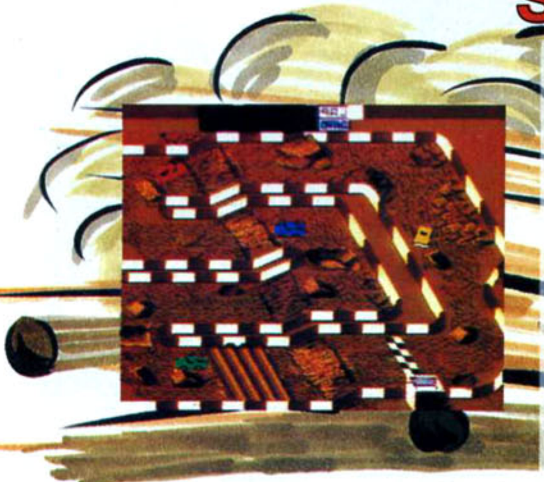


GHOSTBUSTERS II



Hot on the ecto-plasmic heels of the current summer blockbuster with Bill Murray and co., is this sequel from Activision. Activision is known for its expertise with sound tracks and word has it that they've captured some of the songs as well as some scenes from the film.

SUPER OFF-ROAD



A number one game in the arcades, the NES version by Tradewest is endorsed by Ivan "Iron Man" Stewart, the great world champion off-road driver. And it will be the first FOUR-PLAYER SIMULATANEOUS PLAY! We know what you're saying: "That's impossible! There's no controller for the NES that allows for four players!" Well, read on for earth-shattering news on the just announced NES Satellite.

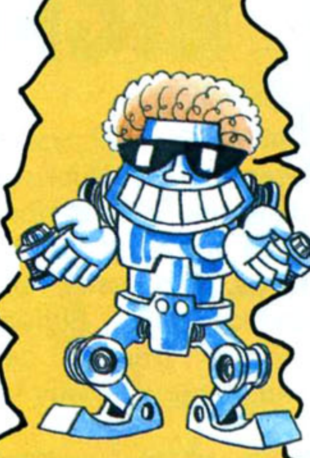


GOSSIP

MARVEL'S X-MEN



We played a little of this one from LJN and were pleased to find a bit of role playing involved with each X-Man having individual characteristics and powers faithful to the classic comic book. We wished they were larger, but then, they are mutants after all.



WELL...

We were going to write a spicy bit of info here, but we got so caught up in playing the new NES version of Tetris that we ran past our deadline and . . . and . . . what? It's my turn? Okay. Be right there. Uh. . Be sure to check out Tetris . . um . . . we gotta go. Bye.

BEFORE THE POWER COULD BE UNLEASHED... IT HAD TO BE HARNESSED! NOW YOU HAVE THE CONTROLS!

As every Power Player knows, there's no substitution for great skill, unwavering concentration, and lots of practice. However, the top Power Players will tell you that the right controller can make a world of difference in game play and the development of expert skills. Spotlighted here are some new and upcoming controllers loaded with features and packed with Power. Nintendo Power. Which one is right for you?

NES SATELLITE



Well, we told you to keep reading and this is the reason. Nintendo's own NES Satellite is an infrared controller that will allow FOUR-PLAYER SIMULTANEOUS PLAY!! Look for it later this year. Watch for future 4-P title announcements right here!

GIZMO



Gizmo has variable speed turbo, slow-mo, simulated stereo earphones, a ten-foot cord, and a non-skid surface. From Beeshu. Looks like a summer release at this point.

COMPETITION PRO



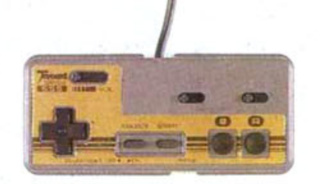
The Competition Pro control pad has curved styling for a comfortable hold, multifunction turbo, and slow motion. At present, it's still in development from Happ Controls.

DOUBLE PLAYER SYSTEM



Acclaim will soon be introducing its Double Player System which features a single infrared receiver and two controllers allowing TWO-PLAYER SIMULTANEOUS PLAY capability. The Double Player System has turbo, slow-mo, and an Auto Shut off to prevent battery drain. A summer release is likely.

JOYCARD SANSUI



This Hudson controller is similar in size and configuration to a regular NES controller, but features individual 3-speed turbo settings and simulated stereo with earphones. No word yet on when it will be out.

MOTHER SHIP

Suncom's new entry into the controller arena is the budget-wise pistol grip joystick, Mother Ship. Just insert the regular NES controller inside the Mother Ship controller and you're all set. It features a thumb button which fires A, B, or both at once. Another probable candidate for a summer release.



DOMINATOR MASTER CONTROL



Nexoft makes this controller with the formidable sounding name. It converts any controller or accessory (Power Pad, Zapper, NES Advantage, NES controller, etc.) to a remote accessory and includes turbo and slow-mo options. Figure the DMC to appear late summer/early fall.

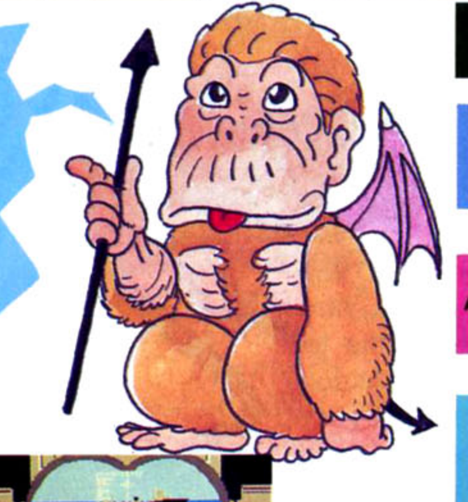


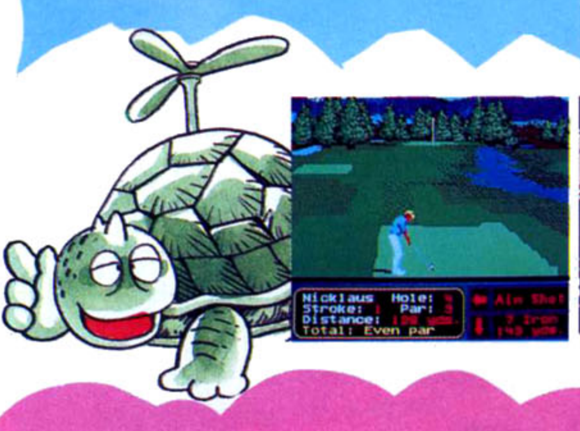
Hot Tickets

GOSSIP GALORE

The Gossip Gremlins will be bursting with news on the Summer Consumer Electronics Show next issue. Watch for it.

Mindscape is developing an NES version of Shadowgate, the popular PC adventure game. Computer versions of Shadowgate have won prestigious game awards and word has it that the NES translation plays almost exactly the same.







As usual, things are really brewing at Konami. Check out the shots above from Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and Silent Service. We also know that Ultra is hard at work on Top Gun II. We'll keep you posted.



Nintendo's own NES Play Action Football is in development. The players are based on real life players and they'll get tired so you'll have to substitute just like real football. This one's already a favorite among many of the Game Play Counselors. This game will also have a 4-player feature to use with the NES Satellite. Expect it to be kicked-off this fall.

NES PLANNER

JULY	Bad Dudes Cobra Triangle Faxanadu Shooting Range
AUGUST	Bugs Bunny's Crazy Castle Guerilla War Hoops
GAMES SLATED FOR THE FUTURE	Adventure of Dino-Riki Air Fortress Back to the Future Bad Street Brawler Black Bass Casino Kid Castlequest Dragon Warrior Duck Tales Fester's Quest Godzilla Jordan vs. Bird: One-On-One King's Knight NFL Football Robocop Sesame Street ABC Silent Service Sky Shark Stealth Eagle Tetris The Battle of Olympus The Uncanny X-Men Three Stooges Thundercade Twin Eagle Who Framed Roger Rabbit? Pro Action NES Football Short Order/Eggsplode Trick Shooting To The Earth Tetris Romance of the Three Kingdoms Ironsword: Wizards & Warriors II





BE SURE TO CHECK OUT THE SEPT/OCT ISSUE OF NINTENDO POWER!

As we went to press, everyone was gearing up for the June Consumer Electronic Show. There's a lot of whispers and excitement (which is driving the Gremlins nuts), but security has been tight because everyone was saving their big surprises for CES (which drives the Gremlins nuttier). However, look for a special Pak Watch next issue when we'll give you the low-down on all the high-tech happenings at CES!

THE FIRST ANNIVERSARY

NINTENDO POWER™

Nintendo Power has been going strong for a year now, and to celebrate, we decided to do a special feature on 1-Ups! That's right, three pages on how to find extra lives in your favorite games.

1 YEAR 1-UP SPECIAL

1 YEAR DOWN AND FUN TO GO!

SUPER MARIO BROS. 2™

And what would a 1-Up special be without a look at the hottest game for the NES?



World 1-1.



Enter the first jar in World 6-1.



World 2-2.



Don't miss this jar in 1-2!



You can also gain 1-Ups by playing for a Bonus Chance at the end of each world.



World 5-1.

NOW HERE'S A LISTING OF THE 1-UPS GAMES FOR THE NES THAT WILL PUT YOU



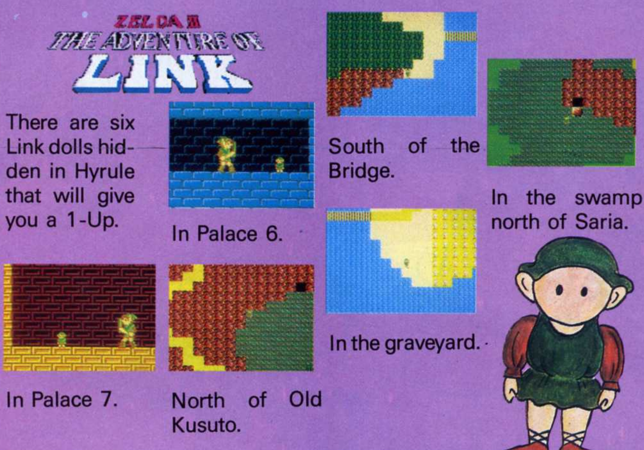
Sometimes it seems like a rocket launcher and a bionic arm aren't going to be enough to rescue Super Joe, but if you find these two 1-Ups, maybe you can better the odds.



Find a 1-Up in the first room in Area 15.

Get this 1-Up in Area 6.





There are six Link dolls hidden in Hyrule that will give you a 1-Up.

In Palace 6.

South of the Bridge.

In the swamp north of Saria.

In Palace 7.

North of Old Kusuto.

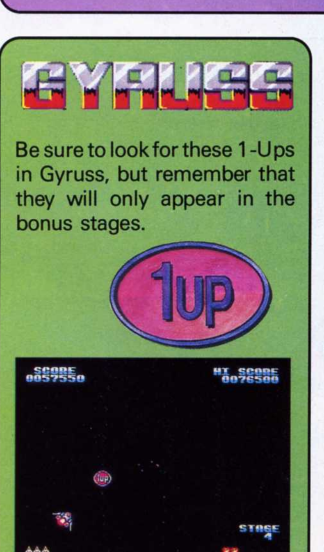
In the graveyard.

Find a 1-Up in Stage 1 by this rock.

Near the end of Stage 2.

In Stage 3 between the two Moai heads.

Find a final 1-Up left of this rock in stage 4.



Be sure to look for these 1-Ups in Gyruss, but remember that they will only appear in the bonus stages.



1-Ups hidden in the candles!

World 4-2.

World 5-3.

World 4-1.

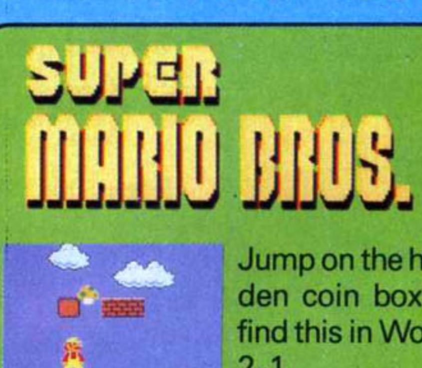


Every time you collect ten fairies, Dana gets an extra life.

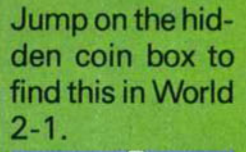
Get the Bell of Lyrac and call out the fairies.

IN 12 OF THE HOTTEST 1-LEG UP ON THE COMPETITION!

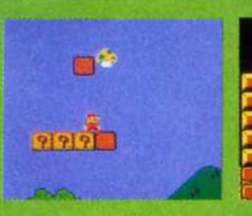




Get this before entering the Coin Room in World 7-1.



Jump on the hidden coin box to find this in World 2-1.



World 4-1.

World 6-1.

World 8-1.

Watch out for Bullet Bill!



On the ceiling in 1-2.



World 1-1.

World 3-1.



Give Mega Man a fighting chance!

Guts Man Stage.

Ice Man Stage.



Bomb Man Stage.



Dr. Wily Stage.





Dr. Wily Stage.



Above the balloon.

Below the warp to Rhonda.



Right of the Start point.



Next to the long ladder.



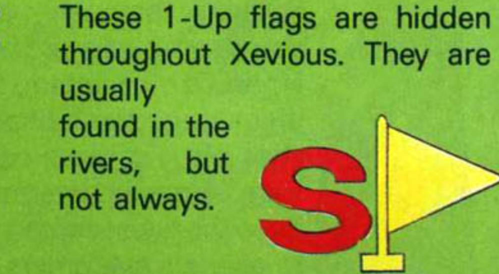
In Rhonda's Area.



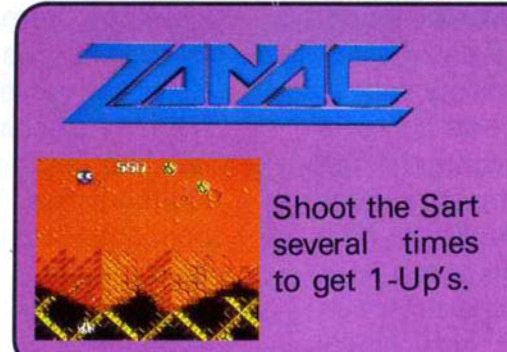
Just above Rhonda.



Find this 1-Up in the first stage.



These 1-Up flags are hidden throughout Xevious. They are usually found in the rivers, but not always.



Shoot the Sart several times to get 1-Up's.

Every Sart is worth between two and six 1-Ups, but the locations of the Sarts can vary. If you are sure to get every one, you'll be able to destroy all 12 Areas of the System and save mankind.



Take it from me. Nintendo Power is the source for game play information.



ONE HUNDRED YEARS OF NINTENDO!

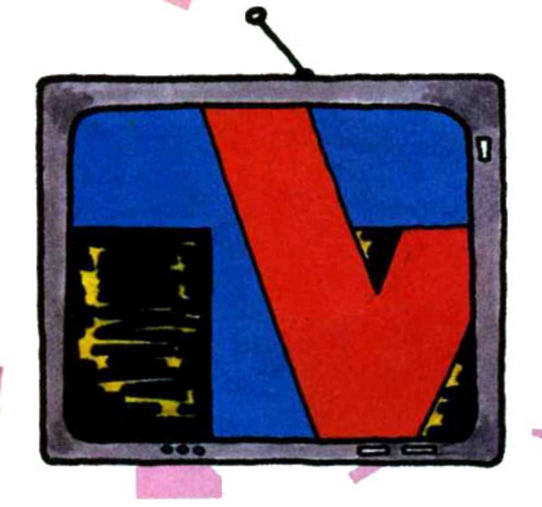


In 1889, Thomas Edison was busy inventing electric light bulbs and no one had even imagined video games. That was the year when Fusajiro Yamauchi, whose great grandson is now president of Nintendo Company Ltd., began manufacturing traditional Japanese style playing cards called "Hanafuda." He was determined to produce the finest cards available and to give his customers the biggest yahoo for their yen. His playing cards were sold all over the world.

Western style cards (hearts, clubs, etc.) were introduced to Japan by Nintendo, and by 1953 the company had become the first to manufacture and mass produce plastic playing cards. Pretty high tech for the time. Six years later, they printed Disney characters on a new line of cards for kids. Again, Nintendo led the way.

They also aimed at the electronics industry. 1970 was the year, and the Beam Gun series became the first electronic toy in Japan. After that came a laser clay target system, then a 16mm arcade projection game followed by a game system using video recorders and the first microprocessor ever used in a video game. As technology moved on, so did Nintendo.

Since then, Nintendo has moved from arcade classics like Donkey Kong, introduced to America in 1981, to the best selling home video game system in history—the NES. With characters like Mario and Link blazing new trails into the realm of fun, Nintendo is confident that the next 100 years will be even better than the first. After all, Nintendo is committed to excellence. And that is a commitment to you.



SUPER MARIO BROS. SUPER SHOW!



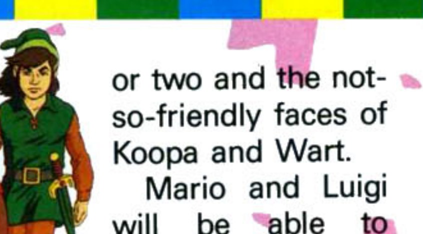
You know 'em. You love 'em. You can't live without 'em. And now the world's most famous sibling plumbers are heading your way in a bright new television series! It's called The Super Mario Bros. Super Show and should delight audiences of all ages.

The show is a combination live action/animated cartoon series. The live action portion of the show is set in the basement of Mario's and Luigi's plumbing store in Brooklyn and it centers around the brothers' whimsically bizarre escapades. Special guest stars from the worlds of music, sports, and entertainment will be stopping by to share in the brothers' misadventures.



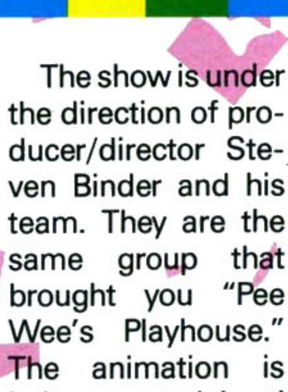
The animation part of the series will remain faithful to the "Super Mario Bros." game world and will basically pick up on the boys' adventures where the games leave off. The cartoons will expand upon the lore and richness of the Super Mario Bros. universe and should bring even more enjoyment to the games for loyal Power Players. The Princess and Toad are sure to be on hand as well as a mushroom or two and the not-so-friendly faces of Koopa and Wart.





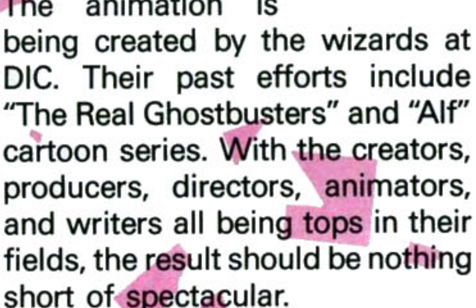
Mario and Luigi will be able to be seen Monday through Thursday each week. However, Friday's show will feature the exploits of Hyrule's favorite couple, Link and Zelda. These cartoons will give fans a broader vision of Link and Zelda's adventures. Look for a "Moonlighting" type relationship between Link and the princess. Word has it that Zelda will be two years older than Link and the age difference may set the stage for some problems for our young hero. Link is also set to have a guardian/mentor who believes that to magically save the pair would deny them character building experiences. Naturally, Ganon will be on hand to cause much grief to the fine citizens of Hyrule.





The show is under the direction of producer/director Steven Binder and his team. They are the same group that brought you "Pee Wee's Playhouse." The animation is being created by the wizards at DIC. Their past efforts include "The Real Ghostbusters" and "Alf" cartoon series. With the creators, producers, directors, animators, and writers all being tops in their fields, the result should be nothing short of spectacular.

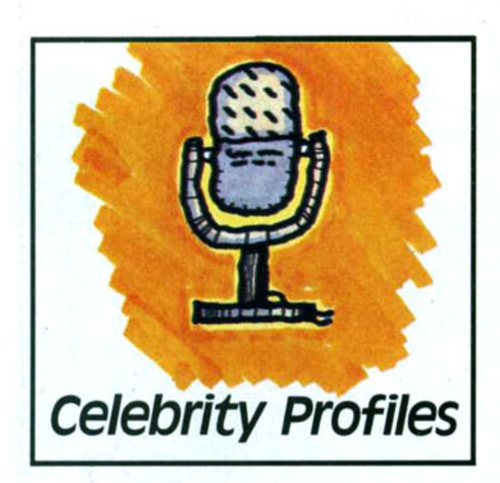




The atmosphere of the show will be lighted-heart with irreverant comedy taking the spotlight. It is scheduled to appear on your very own television screen around the second week in September. Check your local TV listings for specific times and dates. Awesome.

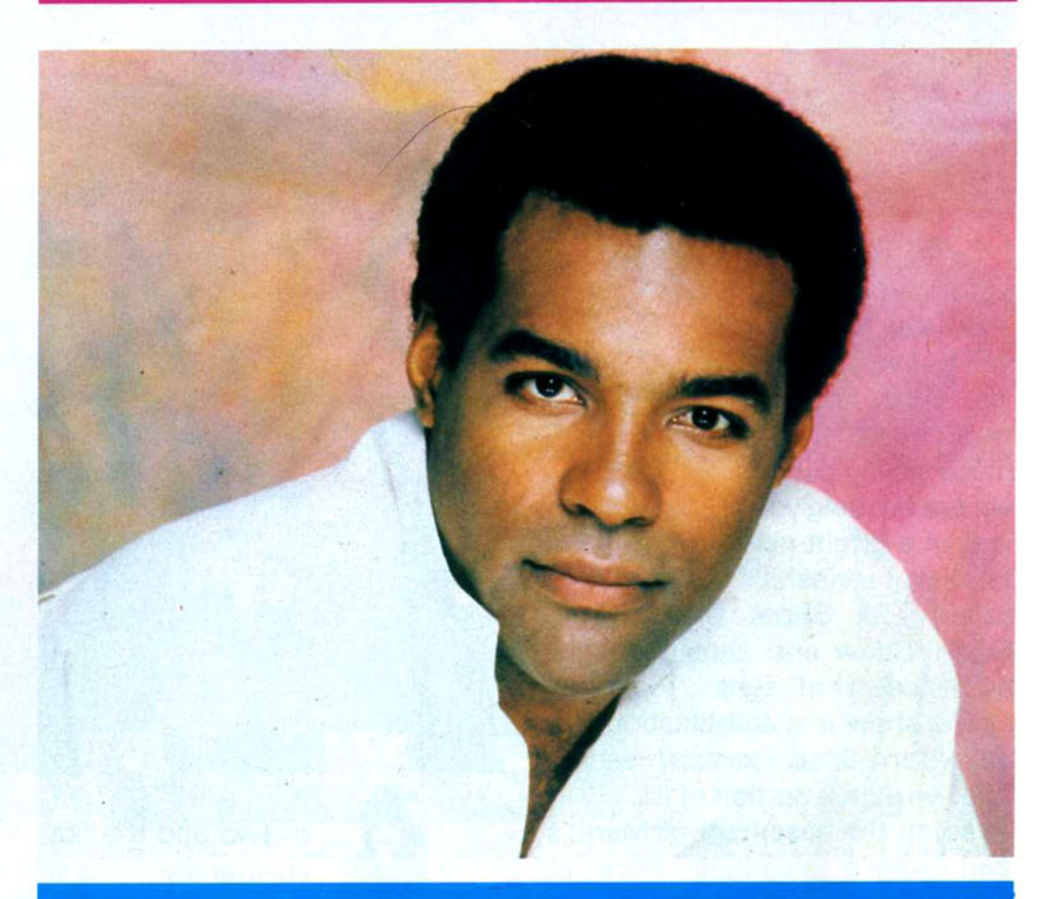






Celebrity Profile on Michael Dorn for Nintendo Power

Down on Earth or out in space, Michael Dorn knows how to have fun.

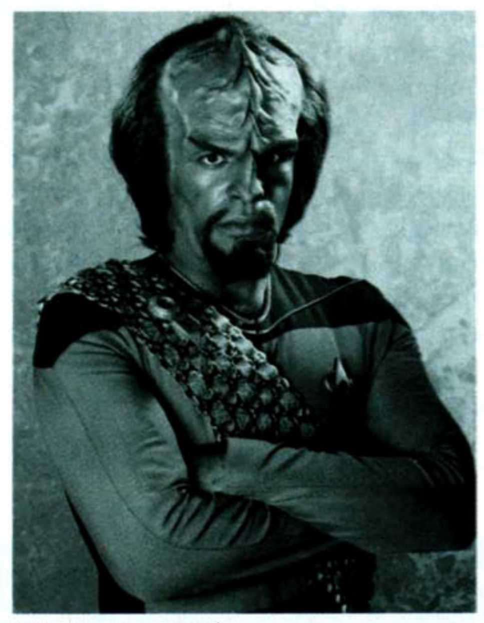


Pictured here, Michael Dorn is unrecognizable as Lt. C.J. Worf.

Imagine that you are Link. Then imagine the villainous Ganon sending his evil minions to stop you cold in your tracks. The thought is enough to send a chill down any spine. But what if you were from a race of fanatic warriors whose courage never failed, like the Klingons? Do you think Ganon would mess with a Klingon?

At this time, we know of only one Klingon who has faced Ganon. And fortunately, the booming voice of Lt. C.J. Worf belongs to an unusual Klingon. Worf is the only one of his kind to associate with humans. Remember, Klingons were once the most feared foes of the Federation. As an officer aboard the Starship Enterprise on "Star Trek: The Next Generation," he is even more of an exception to his origins. You see, he's as loyal to his human crew as Mario is to Luigi. However, deep in his heart he believes that he deserves to be Captain of the Enterprise.

Here on Earth, it's not Worf's skills as a starfleet officer that are in question, but rather the Nintendo playing skills of Michael Dorn. He is the actor who portrays the wolfish Worf, and he's a great fan of the NES. In real life, it takes two and a half hours to transform the handsome Californian into a menacing Klingon. And in real life, Michael's favorite game is Duck Hunt. "Because," Michael says, "when I was younger, my brother and I played Indians, and for some reason Duck Hunt reminds me of Indians. I could play forever!"



Watch out Ganon!

Michael thinks that Worf would play Nintendo if, "the game was very serious . . . maybe a cross between The Legend of Zelda and Punch-Out!!"

Michael hasn't always portrayed such chilling characters. For three years he played officer Jed Turner on "CHiPs". And, on the big screen held small supporting roles in "Rocky" and "Jagged Edge". Other than playing Nintendo games, his two favorite pastimes are playing Rock 'n' Roll with a band and flying airplanes. Michael says the band is purely for fun, while taking flying lessons relaxes and clears his mind. Whether as a Klingon or human, we think the evil Ganon has met his match in the likes of Michael Dorn.

Vic Tokai

Golgomania!

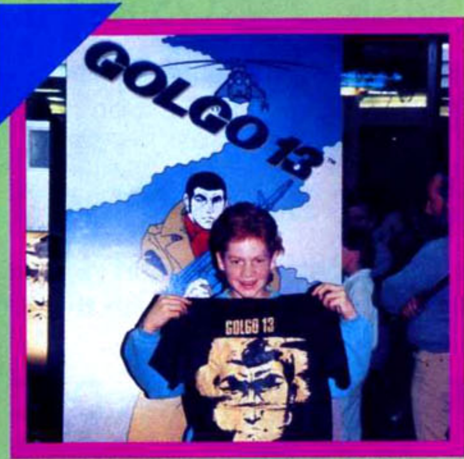
–hot competition
–pro tips
–prizes
–fun



West Coast Malls Host Super Spy-athon!!

Back in April, if you had been at either the Lakewood Mall near Los Angeles, or the Everett Mall north of Seattle, you would have seen a spectacle of would-be spies all competing against each other and Vic Tokai's intriguing thriller, Golgo-13, for prizes, laughs, and the chance to meet other Power Players face to face. Tom Grice, Master Gameplayer from Vic Tokai, got the show on the road with a dazzling exhibition of Golgo-13 secret maneuvers. After that, everyone got into the act. Players from eight years old to thirty battled their way through play-off rounds towards the final.

In Everett, the Championship went to Bobby Enache. Dustin Henderson was a close second place with Bill Salfelder right behind in third. In L.A., Carmelo took the honors while Steve Harris placed second.

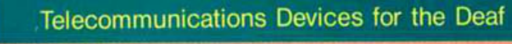


A winner exhibits what the well dressed spy will be wearing this year.

Parents, friends, competitors, and mall-goers gathered for the final round action. Tom Grice noted how "It really got intense. Everyone was screaming and cheering. It was great, like a horse race!" Each of the three finalists set out on his mission while the crowd pushed closer and the tension mounted. When the smoke cleared, it was time for the prize ceremony. Carmelo, Steve, Bobby, Bill, Dustin, and even the semifinalists came away winners, like Shawn Henderson, Dustin's sister. All in all, it was a great day of gaming with a great game. If this catches on, look out; malls may never be the same again!

What's New / What's Happening / What's Hot

TDD



Telecommunications Devices for the Deaf

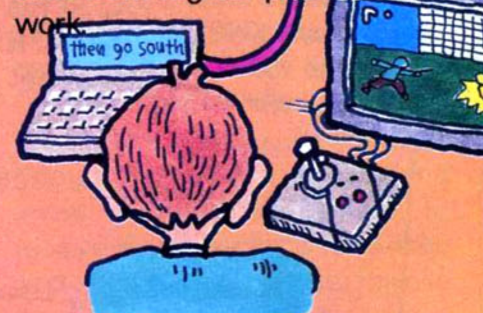
A New Service Breaks The Sound Barrier!

We don't often think about the miracle of technology that makes the NES possible or the tremendous benefits that technology brings to many people. Telecommunications Devices for the Deaf—or TDD—is one application of technology that makes a great impact on the lives of its users. The heart of the system is a small computer that connects to a phone line. This device can send and receive typed messages to anyone who is also equipped with such a system. For deaf people, TDD provides a link to businesses, services, and emergency help.

Here at Nintendo, the idea to incorporate TDD into our Consumer Services came from two TDD users—Anthony Napoli of Rochester, NY, and Don Russell of Glencoe, CA.



A Nintendo representative, Karl Franz, went to work on a proposal after talking to both boys through a TDD relay service. He discovered that hundreds of TDD users around the country were avid NES players. Through Karl's efforts, we are now able to announce the advent of our own TDD service. TDD users should call 1-800-422-4281 for consumer service help. For game play, they should call 206-883-9714. Customers should leave a message and we'll call back. Please remember that since special equipment must be used to reach us on the TDD line, calls from regular phones will not work.



NEXT ISSUE



COMING UP NEXT IN THE SEPTEMBER/ OCTOBER ISSUE OF NINTENDO POWER!

SUPER MARIO BROS. 2 TIP BOOK

Be here for the second installment of our super Nintendo Power bonus tip book. More tips, hints, and secrets moving into the higher stages of SMB2. Don't leave home without it!

DRAGON WARRIOR

Get ready to roll up your sleeves, put your strategy cap on, and tackle a few slimes and some real ornery drakees. More R.P. (Role Playing) excitement with this long-awaited Japanese megahit.

FESTER · ROGER RABBIT · DUCK TALES

You've already had a taste of this oddball trio. Well, prepare yourself. Full reviews of each whacko game, complete with aliens, 'toons, and things that go bump on your screen. Delightful madness abounds.

PLUS: NES Journal, Counselors' Corner, Video Shorts, Classified Info, Pak Watch, and if you've finished your homework and done all your chores . . . we'll tell you about all the major goodies at the summer Consumer Electronic Show! No lie. Be here or be bummin'.

TO THE READERS

Happy Anniversary, Readers! This issue marks our first year of publication. And what a year it was! We broke several publishing records and are currently THE FASTEST GROWING SUBSCRIPTION MAGAZINE PRINTED IN THE UNITED STATES!!! And we couldn't have done it without all of you—our loyal and happening Power Players. Now THAT'S playing with power!

Great changes are taking place, too. We hope you like the new format of Nintendo Power. It will make it easier for you to take out the special tip books and save them. (Be sure to do that, by the way. They're collector's items, you know!) Look forward to more great tip books in the future as well as more reviews, tips, tricks, and all sorts of inside info. The posters are bigger and better, too. Only Nintendo Power provides these extra special bonuses to our Power Players.

We'll be covering lots of action in these pages in the coming months, keeping you advised of incredible new games, state-of-the- art innovations, newsworthy events, and what's happening everywhere in the world of Nintendo. If your subscription ends with this issue, it's time to POWER-up (renew your subscription) and not miss one single valuable issue of Nintendo Power.

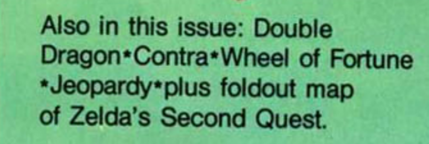
Hope you're having a super summer.

Howard W Phillips III

NINTENDO POWER™

Back Issues Available Now!

Collectible Favorites: By popular demand, we are offering Nintendo Power subscribers a chance to order these six classics. Packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form in front of the magazine.


Also in this issue: Double Dragon•Contra•Wheel of Fortune •Jeopardy•plus foldout map of Zelda's Second Quest.


Jul/Aug Issue

Also in this issue: Hudson's Adventure Island•Strider•Cobra Triangle•Bayou Billy•plus foldout Strider poster and The Complete NES Game Directory.

Mar/Apr Issue

Also in this issue: Life Force• •Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.

Sept/Oct Issue



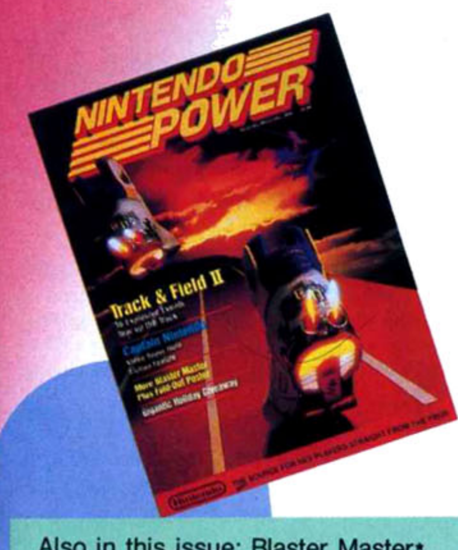
Also in this issue: Wrestlemania• •Sesame Street 1-2-3•Marble Madness•Operation Wolf•Metal Gear.

Jan/Feb Issue



Also in this issue: Life Force•Mega Man II•Dragon Warrior•Faxanadu •Fester's Quest•Clash at Demonhead•plus foldout Mega Man II poster and Life Force Maps.

May/June Issue



Also in this issue: Blaster Master• •Anticipation•Blades of Steel•Cobra Command•Racket Attack•Mickey Mousecapade•foldout Blaster Master Poster

Nov/Dec Issue

BOOKS

TIPS FROM THE PROS

These are HOT!: The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to win at Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for $4.95 each, just fill out the order form in front of the magazine.



- ★ **Meet Howard Phillips.**
- ★ **Play games with Nintendo Game Counselors.**
- ★ **Test unreleased game program.**
- ★ **Tour Seattle.**
- ★ **5 Lucky Winners!**

OFFICIAL RULES (No Purchase Necessary)

To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3x5 piece of paper and mail to:
NINTENDO POWER
P.O.Box 97062
Redmond, WA 98073-9762
One entry per person please. All entrants must be U.S. residents. All entries must be postmarked no later than August 15 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about August 31, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after September 15, 1989 by sending a self addressed envelope to the address listed above.

Trip to Nintendo Headquarters: Nintendo will arrange air travel and hotel accommodations for the five selected winners. If the chosen winners are under the age of 18, the winner must be accompanied by an adult. This special 4-day excursion, scheduled for October 6-9, 1989 is subject to accommodation and airfare availability. Some restrictions apply. Winners must be willing to travel on specified dates.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE where prohibited by law, and is subject to all federal, state, and local laws and regulations.

POLL CONTEST

10 Second Place Winners

Game Boy
Nintendo's new compact video game system



50 Third Place Winners

The exclusive Nintendo Power Jersey

March/April Player's Poll Contest Winners (Nintendo Power Awards '88)

F Name	L Name	City	State
Troy	Abruzzo	St. Petersburg	FL
Gretchen	Austin	Taylorsville	NC
Corey	Beall	Fairfield	IA
Dennis	Blair	Levelland	TX
Patrick	Concepcion	Mililani	HI
Mark	Donovan	Peorl River	NY
Dan	Ferraro	Duluth	MN
Lynn	Foster	Covington	GA
Chad	Guido	Treton	NJ
John	Hines	Holly	MI
Scott	Husmann	Lansing	IL
Steven	Koehle	Tulsa	OK
Stephen	Lee	Norwalk	CA
Raymond	Lo	San Bruno	CA
Brad	Miller	New Freedom	PA
Dave	Morrissey	Wilmington	DE
Tony	Myers	Marlow	WV
Tammy	Porterfield	Trumann	AR
Eddie	Reed	Batesville	MS
Todd	Schuble	Palos Heights	IL
Phillip	Shinners	Costa Mesa	CA
John	Shumate	Louisville	KY
Travis	Upton	Maumee	OH
Mike	Waterfield	Hamersville	OH
Scott	Westgard	Bismarck	ND

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